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IT'S THINKING

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120

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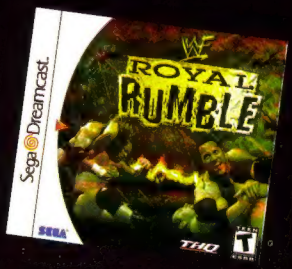


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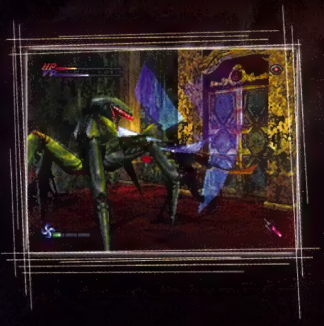

PlayStation

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Animated Violence

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SENTINEL

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# TIPS & TRICKS

**SEPTEMBER 2000**

**ON THE COVER**

*Chrono Cross* is the latest RPG masterpiece from Square. Follow Serge and his friends on a totally new adventure based in the *Chrono Trigger* universe.

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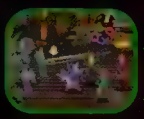
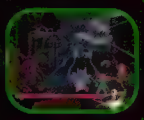
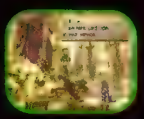
# The battle begins when life ends.







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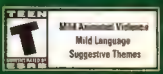


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As a child, **Chris Bieniek** made a cardboard version of Captain America's shield, then went across the street and begged his brother Jon and the neighborhood kids to throw rocks at him so he could test it out. And there's nothing sadder than a little kid with glasses and a cardboard shield going "Come on, guys...throw rocks at me!"
**Current Favorite Games: Seaman, Marvel vs. Capcom 2, Crash Team Racing, X-Men: Mutant Apocalypse**

Executive Editor **Anatole Brown** went to Japan recently to audition for the role of Iron Chef Mexican. His dishes using the theme ingredient sesos were impressive, ranging from *Sesos Fettucine* to *Sesos in Fishhead Fondue*, but unfortunately his hopes were dashed after host Takeshi Kaga overheard him call his outfit "totally gay."
**Current Favorite Games: Tenchu 2: Birth of the Assassins, Boku no Natsuyasumi, Mega Man Legends 2, Ms. Pac-Man Maze Madness**

Art Director **Lisa Beattie** hasn't taken a vacation in over six years, and the stress just recently got to her. After devouring all but one of the stuffed Tiggers in Jason's prized collection, she went into synthetic shock, holding the last survivor as she rocked back and forth with a mysterious smile fixed upon her workaholic face.
**Current Favorite Games: Darkstalkers 3, Kirby 64: The Crystal Shards, Ecco the Dolphin, Space Channel 5**

**Jason Wilson** is the most hypocritical of the *Tips & Tricks* staff, contradicting himself on a daily basis. However, he has a brilliant defense mechanism that allows him to defuse any argument with relative ease. When confronted with the truth about practically anything, Jason explains it all away by invoking the simple phrase, "That's different."
**Current Favorite Games: Donkey Kong, Street Fighter III: 3rd Strike, Super Street Fighter II Turbo, Robocop vs. Terminator**

Associate Editor **Ara Shirinian** has decided to form his own religion, tentatively dubbed the Church of Ara, after hearing about the $9,600-per-session that Courtney Cox pays to the Energetic Matrix Church of Consciousness. "Now all I need is a bunch of friggin' morons to give me money," he claims, "and I'll be set for life!"
**Current Favorite Games: Star Wars Episode I Arcade Racer, Jambo! Safari, Drum Mania, Pop'n Music 2 & 3**

The Hornets are not Associate Editor **Charlotte Chen**'s favorite NBA team, but she does like them—and the players are so proud to have her as a fan that they've all had her name emblazoned on the front of their jerseys in big letters. Charlotte's lifelong dream is to have a city in North Carolina named after her. Hey, wait a minute...
**Current Favorite Games: Mr. Nutz, Conker's Bad Fur Day, Diablo II, Planescape Torment**

Contributing Editor **Pat Reynolds** is considered to be our hardest-working freelance writer, if only because of the limited materials he has available to him when preparing a strategy guide. He carves his text into stone slabs with a hammer and chisel and takes all of his screen shots with a homemade pinhole camera.
**Current Favorite Games: Spider-Man, Final Fantasy XI, Rockman Battle & Fighter, Street Fighter III: 3rd Strike**

Because the U.S. Air Force has called him back into service in Saudi Arabia, contributor **Geoff Arnold** hasn't "contributed" much to *Tips & Tricks* lately. But if you look at the big picture, you could say that his heroic truck-driving efforts are contributing to the freedom that we all enjoy as Americans. Or something like that.
**Current Favorite Games: Iron Tank, M1 Abrams Battletank, Jackal, Combat**

Compared to our other freelance strategy guide authors, contributor **Rich Krupa** has got it easy. Because of his magnetic good looks and endearing personality, he is constantly surrounded by a harem of beautiful handmaidens who feed him grapes, transcribe and proofread his notes and take all of his screen captures for him.
**Current Favorite Games: Worms: Armageddon, Tony Hawk's Pro Skater, Vagrant Story, Godzilla: 2nd Generation**


**TIPS & TRICKS**

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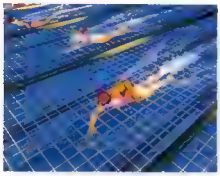

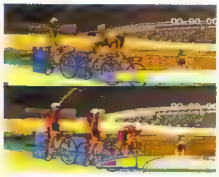

Sydney 2000

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**Hey! Do you have a comment or interesting topic to bring up to the *T&T* staff? Send your photos, drawings and all correspondence to:**

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**Beverly Hills, CA 90211**

**We can't personally respond to your inquiries, but we'll read every single letter we get!**

## PS2: NO DOLBY DIGITAL?

I was at a video store one day and me and this guy were talking about the PlayStation 2. The guy said that someone told him that the PS2 will not play Dolby Digital DVDs. Is this true or is it just a rumor? I read your magazine a lot so can you please publish my letter?

—Devon Gurrola
Denver, CO

*Thanks for your letter Devon! It seems you've been misinformed. All DVDs use what is known as Dolby Digital. Previously known as AC-3, it's the standard audio encoding scheme and all DVD players must support it. This person might have been trying to say that you won't be able to get 5.1 channel surround sound out of the PS2. However, that's also untrue. The "Digital Out (Optical)" port on the back of the PS2 can carry the entire 5.1 channel audio signal to a compatible amplifier.*

## HEROES WITH SOUL

I have owned a NES, a Super NES, a Genesis, a Sega 32X and own right now a PlayStation, an N64 and a Dreamcast and I have not yet found a game in which you are a black super hero (no sports games count). Is there a game with a black hero in it? Also, my friends are always telling me to subscribe to a different magazine and that you guys just say that yours is #1. Is it true?

—T.S.
Shawnee, KS

*Well, there are relatively very few games with African-American characters as the hero or the player's character, but they're out there. To name a few recent ones: The Yellow Wizard and Sorceress from* Gauntlet Legends, *Houston and John Torque from* Vigilante 8: 2nd Offense, *D'arci Stern from* Urban Chaos *and Jade, Jax, and Kai from the* Mortal Kombat *series. Jax is even the star of his own game,* Mortal Kombat: Special Forces! *From the* Street Fighter *series, there's Balrog, Dudley and Elena. From* Chrono Cross *there's Macha. As for your second question: Of course we're #1! Don't listen to anyone who says otherwise!*

**D'arci Stern is the heroine in the PlayStation game *Urban Chaos*.**

## EARTHBOUND

Hey! How you guys doing? Anyway, I'd better get down to business; this letter is long. First, I've been looking trough my past issues of *T&T* (which is a lot) and I am getting sick and tired of people writing in asking for free stuff. Like Gary Magierski in your September 1998 issue. Don't they realize you guys aren't made of money? I am a major *Earthbound/Mother 2* fan. For all of you people who don't know, *Earthbound* is a kickin' SNES RPG that was very underrated because of its "poor graphics." The graphics were actually done rather well if you take a look at the background graphics during the battles. The game is very creative and is set in the present time. What makes me really mad is that Nintendo didn't release the original *Mother* for the NES. Anyway, I want *Earthbound 64* released here in the states. The game has been in production for a long time now and is already being pre-ordered in Japan. (That's a good sign!) If anyone else feels the same way, please visit starmen.net; they have an *Earthbound 64* petition you can sign and they are going to send it to Nintendo, bound and very neat-looking. Go sign it! Also, I enjoy reading the *Japan Report*. Japan has had a big influence on me, and I plan to learn Japanese for my computer career. Ara, can you tell me a good book I can use to learn? How about the one you were reading in the *Power Up!* section in the June 2000 issue? Finally, I'd like to thank all of the staff at *Tips & Tricks* for being the best video game magazine on the market. You guys have made my day for over 64 issues of madness, mayhem and coolness. I'd like to thank you. You guys are really cool. Well, that's my letter. Finally to the end of writing it... Argg...If I have more to say, I'll send another letter soon, which I probably will. Anyway, could you please print it? It took me about twenty minutes to get all this down.

—Shawn Baker
Coppell, TX

*Thanks for your kind comments, Shawn, and good luck with that* Earthbound/Mother 64 *petition; that's a game we'd like to play ourselves. As for learning Japanese, it's a very tough and long road to follow. Instead of reading a book, the best way to learn—short of going to Japan yourself—is to take an intensive class and practice writing, reading and speaking every day.*

## TOKEN OF THE MONTH

**This month's token is from the Boulder Boardwalk arcade in Boulder, CO. It was sent in by Erik Christensen, the president of Boulder Boardwalk! Thanks, Erik!**

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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## KICKING BUTT

I have been a subscriber for about 10 months and I am 9 years old. Anyway, I typed in codes and after about 1 1/2 hours of kicking my friend's butt, I turned it off. The next day I turned it back on and the codes were still there! Now I toss and turn in bed and try to solve the mystery! Can you explain why?

—Charles K. Collison
Davidsonville, MD

*This is a difficult question to answer, since you haven't told us what game you were playing and what kind of codes you entered. However, if the game has an auto-save feature, the information that the code altered may have been saved before you turned the console off. Or, you may have just saved the game yourself without realizing it. On the other hand, if you were entering Game Shark codes, the Game Shark automatically saves all the codes you enter into it, so you don't have to enter them in every time. This has been a standard feature ever since the first Game Shark was released.*

## YOU SAY TOMATO...

Me and my friends have been arguing about the pronunciation of certain video game titles and characters' names. So I was wondering if you could print some pronunciations of the more difficult-to-pronounce video games and characters. Here are some examples, but you can add some if you like: 1. Gekido 2. Seifer (*Final Fantasy VIII*) 3. Tifa (*Final Fantasy VII*) 4. Sephiroth (*Final Fantasy VII*) 5. *Ehrgeiz* 6. Quezacotl (*Final Fantasy VIII*). Thanks, I'm sure these pronunciations will help settle arguments that have been going on for years.

—Lane Shuler
Townsend, TN

*Okay Lane! If you really want the specific pronunciation to all those words, here it is. If you don't know how to pronounce the special characters below, just look in any good dictionary for a key. Note that Quezacotl is actually a misspelling of the word in* Final Fantasy VIII.

*Quetzalcoatl—ket säl'kō ät'l*
*Tifa—tē fä*
*Sephiroth—se fē rōth*
*Ehrgeiz—eä gäēz*
*Gekido—ge kē dō*
*Seifer—säē fa*

**Most people pronounce Seifer's name as "säē fər," but "säē fä" is technically correct.**

## TOO COOL

My name is Mike Smith. I'm 14. For the last year I've been using codes out of *T&T*. I didn't send in any comments because I thought you would never respond to my comment or question. My favorite game is *Army Men, Sarge's Heroes*. I've beaten it four times in a week. Is there any way I could buy *Cool Zone* stuff from you? It's awesome. I can't find any of the stuff in stores. If you like, you could hook me up with a *Cool Zone* item. If you don't mind.

—Mike Smith
Rocky Mount, VA

*Sorry Mike; we've said this many times in the past, but it seems like it bears repeating.* Cool Zone *items are not always for sale! You'll be able to buy some of the items we show there at stores, but some of the special, extra-cool goods that we obtain you won't be able to find anywhere.*

## **** *** *** ***** ********!

Hey *Tips & Tricks*, you guys over there are a bunch of dumb *** **** suckers! You only put **** in your magazine. In *Readers' Tips*, you only put **** in there that readers kiss this magazines ***. If thay don't kiss your *** it don't get in that is a load of ****! If I or any bodie has a **** question you ****** respond ******! Ritten by: A Piss off Gamer!

—Anonymous
Grand Rapids, MI

*We always appreciate feedback on our magazine, except when it's insulting. We usually ignore letters like this one, especially when the writer is too cowardly to put his or her own name and address on it. But we made an exception just this once for two reasons. First, we don't only put readers' positive comments in* Readers' Tips. *We welcome your constructive criticism and opinions. Second, you may be upset because we don't respond personally to our readers' questions. We would love to, but we just don't have the time or resources to do that. We do read all of them, however, and that's a lot more than most other magazines would do. We get up to 1,000 letters a month and if we took the time to write back to everyone we would never get around to making a magazine for you!*

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# CHRONO CROSS™

by Ara Shirinian

**It's finally here! The long-awaited sequel to one of the greatest Super NES games of all time, *Chrono Trigger*. Those of you who played the original may see some familiar people and places, though most of this game is totally new. It would take a bible to cover everything that's in this game, so our strategy will focus on five main things: getting all the Frames, getting all the characters that can join your party, key items, boss battles and important events. Key points in each section are cross referenced with the others so you can easily find the information you need. Ready? Let's begin!**

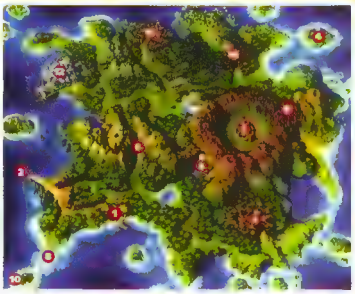
## ABBREVIATIONS

*Chrono Cross* takes place within two almost identical worlds. The world you start in is called Home World, while the new one you discover as you play the game is called Another World. To keep you from getting confused, I'll use these abbreviations throughout this strategy:

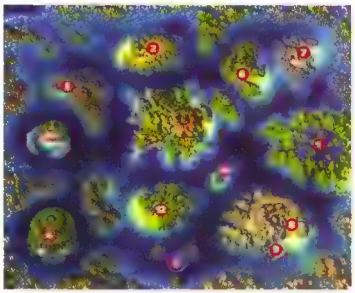
**(A) Denotes that the preceding location name is in Another World.**
**(H) Denotes that the preceding location name is in Home World.**

## WORLD MAP

1. Arni Village
2. Cape Howl
3. Divine Dragon Falls
4. Forbidden Island
5. Fort Dragonia
6. Fossil Valley
7. Hydra Marshes
8. Lizard Rock
9. Mount Pyre
10. Opassa Beach
11. Shadow Forest
12. Termina
13. Viper Manor



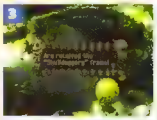
1. Dead Sea / Sea of Eden
2. Earth Dragon Isle
3. El Nido Triangle
4. Gaea's Navel
5. Guldove
6. Hermit's Hideaway
7. Isle of the Damned
8. Marbule
9. S. S. Invincible / S. S. Zelbess
10. Sky Dragon Isle
11. The Bend of Time
12. Water Dragon Isle

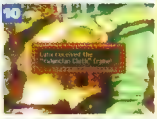


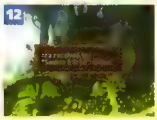
## FRAMES

**Here are the locations of all of the extra frames, roughly in the order that you may find them in. See if you can get them all!**

| To get this frame... | Do this... |
|---|---|
| 1. Shellfish | Search the cart in Arni Village (H). |
| 2. Tea For Three | Talk to the man behind the building in Termina (A). |
| 3. Skulldruggery | In Shadow Forest (A), lure the Red monster to the Quadffid. |
| 4. Tropical Paradise | Macha will give this to you automatically if you take the "Not Helping Kid" route in the game. |
| 5. Guldovian Stitch | Mel will give this to you automatically if she joins your party. |
| 6. Porre's Furnace | In Viper Manor (A), search the bookcase behind the desk in the library; talk to the monster in the secret room you'll find there. |
| 7. Infrared Vision | Search behind the large dragon skull in Fossil Valley (H). |
| 8. Our Favorite Martian | Just after getting Starky to join your party, talk to the person in atop Sky Dragon Isle (H). |
| 9. Monster Mouth | When you're turned into a cat on the S. S. Zelbess (H), go to the kitchen and talk to the cat there. |
| 10. Valencian Cloth | Take a group of non-humans to Marbule (A) and talk to the short demi-human at the entrance. |
| 11. Quill and Papyrus | After you turn back to Serge, go to Marbule (H) and talk to Toma twice. |
| 12. Snakes & Orbs | Go to Gaea's Navel (A) and defeat the Prehisteric atop a tree. |





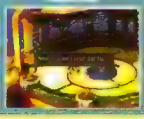


## CHARACTERS

**There are more characters that can join your party in *Chrono Cross* than in any other game of this kind—44 to be exact! The following chart shows how to get every single character in the game, in the order in which they can be obtained.**

- You cannot get all the characters the first time through the game.
- In order to get both Kid and Leena at the beginning of the game, first get Leena by initially refusing to allow Kid to join your party. You can then pick up Kid a few events later when you reach Termina
- You can only get one of the following characters to join your party: Nikki, Pierre, Guile
- You can only get Glenn, Doc and Macha if you take the "Not helping Kid" path at Branching Point 2.
- You can only get Razzly, Mel and Korcha if you take the "Helping Kid" path at Branching Point 2.
- You cannot get both Karsh and Zoah to join your party at first, only one or the other. Later, the one that you choose not to join your party will automatically join at the same time as Viper, Fargo and Marcy.
- When you reach the Pearly Gate after Boss Battle 33, Harle will leave your party.
- When you turn into Lynx, you won't have access to any of the characters that have joined you previously until you turn back to Serge.

| Character | At this location... | Do this... |
|---|---|---|
| Poshul | Arni Village (H) | Give Heckran Bone to Poshul at the beginning of the game. |
| Leena | Cape Howl (A) | When talking to Kid just after Boss Battle 2, choose "Refuse," then "....," then "No, thanks." |
| Kid | Cape Howl (A) | When talking to Kid just after Boss Battle 2, choose "Travel Together." |
| Mojo | Arni Village (A) | Immediately after Boss Battle 2, show Shark Tooth to Kiki's father. |
| Nikki | Shadow Forest (A) | Talk to the man on Nikki's ship. (See section "Branching Point: Termina (A)") |
| Pierre | Termina (A) | Give the Hero's Medal to him. (See section "Branching Point: Termina (A)") |
| Guile | Termina (A) | Talk to him at the bar. (See section "Branching Point: Termina (A)") |
| Luccia | Viper Manor (A) | Just after Boss Battle 6, talk to her on the top floor balcony, then talk to her again in her lab. |
| Greco | Termina (A) | Just after Boss Battle 6, go to his house near the Shrine and talk to him. |
| Glenn | Termina (A) | If you take the "Not helping Kid" path, he will join automatically at the same time as Macha. |
| Macha | Termina (A) | If you take the "Not helping Kid" path, she will join automatically. |
| NeoFio | Viper Manor (A) | After Boss Battle 6, Use the Life Sparkle on Fio on the top floor balcony. |
| Skelly | Termina (A) | Collect Heavy Skull, Angry Scapula, Pelvic Bone, Good Backbone, Sturdy Ribs and Mixed Bones, then go talk to Skelly's grandmother. Leave the house and enter again, then talk to Skelly. During the conversation, choose "Please." |
| Razzly | Hydra Marshes (H) | If you take the "Helping Kid" path, you must do the following before defeating the Hydra:<br>1. Defeat Wingapede (Boss Battle 7), then search the area to reveal a hole.<br>2. Go into the hole and check Razzly's cage there.<br>3. Defeat Pentapus (Boss Battle 8).<br>4. Check Razzly's cage again. |
| Korcha | Termina (A) | If you take the "Helping Kid" path, after arriving at Termina (A) for the first time after Kid recovers, talk to Glenn near the town entrance, then talk to Korcha at the dock. |
| Mel | Guldove (A) | If you take the "Helping Kid" path, after Kid recovers Mel will steal her elements<br>Find Mel before leaving Guldove (A). Later, when you obtain the boat, return to Guldove (A) and talk to Mel. |
| Pip | S. S. Invincible (A) | During the ghost ship event, talk to Pip and it will run away. After it runs away three times, talk to it again. |
| Doc | Guldove (A) | If you take the "Not helping Kid" path, talk to Doc after the ghost ship event. Kid will rejoin the party at the same time. |
| Lynx | Fort Dragonia (A) | You'll turn into Lynx after Boss Battle 23. |
| Sprigg | Chaos Field | Enter Sprigg's house and she'll join automatically as you try to leave. |
| Harle | Chaos Field | She'll join your party automatically after you leave the tower. |
| Radius | Arni Village (H) | After turning into Lynx, battle him and win (Boss Battle 24). |
| Funguy | Shadow Forest (H) | Give Mushroom to the man making stew behind the waterfall. |



| Character | At this location... | Do this... |
|---|---|---|
| Zappa | Termina (H) | After turning into Lynx, talk to Zappa. |
| Van | Termina (H) | After turning into Lynx, talk to Van. |
| Norris | Viper Manor (H) | After turning into Lynx, talk to Norris. You'll obtain the boat at the same time. |
| Draggy | Fort Dragonia (H) | After turning into Lynx, use the Big Egg on the glowing device in the basement. Choose "Sure" when Draggy talks to you. |
| Starky | Sky Dragon Isle (H) | Bring Star Fragment to the platform atop this area. Defeat Mega Starky (Boss Battle 25). After the battle, Starky will run around the area. If you catch him, he'll join your party. |
| Irenes | S. S. Zelbess (H) | After obtaining the Fiddler Crab, go to Nikki's ship and talk to him. Say that you'll help him and Irenes will offer to join your party. |
| Sneff | S. S. Zelbess (H) | After obtaining the Fiddler Crab, talk to Sneff at the casino, then talk to him in his dressing room and he'll offer to join your party. |
| Janice | S. S. Zelbess (H) | Win the Grand Slam game three times in a row. |
| Karsh | Termina (A) | After Boss Battle 29, go to the back room of the Bar and speak to Karsh & Zoah. Only one will join. |
| Zoah | Termina (A) | After Boss Battle 29, go to the back room of the Bar and speak to Karsh & Zoah. Only one will join. |
| Orcha | Viper Manor (A) | After Boss Battle 31, he'll automatically join your party. |
| Grobyc | Viper Manor (A) | After Boss Battle 33, he'll automatically join your party. |
| Riddel | Hermit's Hideaway (A) | After Boss Battle 33, talk to Riddel here. |
| Gen. Viper | S. S. Invincible (A) | He'll automatically join your party soon after Riddel joins. |
| Fargo | S. S. Invincible (A) | He'll automatically join your party with Viper. |
| Marcy | S. S. Invincible (A) | She'll automatically join your party with Viper. |
| Miki | S. S. Zelbess (H) | If you took path 3-A, talk to her at the restaurant after destroying all the monsters in Marbule (H). |
| Leah | Gaea's Navel (H) | She will join automatically upon entering Gaea's Navel (H). |
| Steena | Guldove (H) | She joins automatically after you get the Dragon Tear. See the "Get the Dragon Tear!" section on page 26. |
| Orlha | Guldove (A) | After Boss Battle 33, go here and battle Orlha (Boss Battle 34). Afterward, you'll get the Sapphire Brooch. When you turn back to Serge, show it to Orlha and she'll join your party. |
| Turnip | Hermit's Hideaway (H) | First, go to Hermit's Hideaway (A) and use the Ice Breath on the hot spot of ground there. Then go to the same place in the Home World with Poshul in your party and check the ground. |

***Here are alternative ways to get some characters, if you do not get them via the methods above:***

**Poshul**
- She will join your party automatically if Leena also joins your party after Boss Battle 2.

**Kid**
- When you first enter Termina (A) and talk to the man under the statue, you will have an opportunity to have her join your party.
- When Kid is sick, if you decide to help her, give the Hydra Humor to Doc and she will join.
- When Kid is sick, if you decide to not help her, after the ghost ship event and before entering Mount Pyre, return to Guldove (A) and she'll join your party.

**Korcha**
- He will temporarily join your party if you take the "Helping Kid" path.

## CHARACTER RANKING

**Since there are so many characters to choose from, here is a ranking of characters who can join Serge's and Lynx's parties. These are based only on the character's statistics and not on their grid pattern or innate elemental type, which should always be taken into consideration. If you're not sure which characters you should bring along with you, use this as a general guide.**

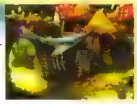
**Serge's Top 10 Characters**
1. Mojo
2. Glenn
3. Razzly
4. Macha
5. Starky
6. Kid
7. Nikki
8. Leena
9. Greco
10. Guile

**Lynx's Top 10 Characters**
1. Grobyc
2. Marcy
3. Harle
4. Miki
5. Irenes
7. Starky
7. Leah
8. Karsh
9. Radius
10. Janice

## KEY ITEMS

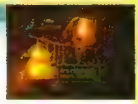
**These are listed roughly in the order you should expect to find them. Depending on the path you take, you might not encounter certain items.**

### 1. Fossil Fish



**Found in:** Arni Village (H)
**To get it:** Talk to the fisherman outside your home. Select "Probably you're right!" in response to his question
**What to do with it:** Give it to the child in front of Kiki's house for an Uplift in exchange

### 2. Shark Tooth



**Found in:** Arni Village (H)
**To get it:** Talk to Kiki's father
**What to do with it:** Show it to Kiki's father at Arni Village (A) after Boss Battle 2 and Mojo will join your party.

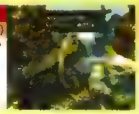
### 3. Hockran Bone

**Found in:** Arni Village (H)
**To get it:** Search the bed in the back room of the restaurant.
**What to do with it:** Give it to Poshul and she will join your party.

### 4. Heavy Skull

**Found in:** Fossil Valley (A)
**To get it:** Walk to the upper area of the valley and the Heavy Skull will appear out of the mouth of the big fossil. Select "Sure" when it talks to you.
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina

### 5. Bellflower



**Found in:** Fossil Valley (A)
**To get it:** Just walk up to it and pick it up
**What to do with it:** Go to Termina (A) and give it to Glenn at the Shrine

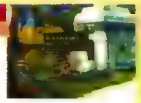
### 6. Big Egg

**Found in:** Fossil Valley (A)
**To get it:** Search the bed in the back room of the restaurant.
**What to do with it:** Give it to Poshul and she will join your party

### 7. Tele-Porter

**Found in:** Termina (A)
**To get it:** Kid will give it to you after you talk to the man at the statue.
**What to do with it:** You can exchange party members at save points

### 8. Hero's Medal



**Found in:** Termina (A)
**To get it:** Talk to Pierre ("Mysterious Swordsman") at Smithy, then talk to the kid running around just outside.
**What to do with it:** Give it to Pierre

### 9. Angry Scapula

**Found in:** Shadow Forest (A)
**To get it:** Read the note in the waterfall cave, then pick up the bone next to it.
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina.

### 10. Aroma Pouch

**Found in:** Shadow Forest (A)
**To get it:** Open the treasure chest in the waterfall cave
**What to do with it:** Use it to lure the colored monsters to the Quadffid in the forest

### 11. Manor Key

**Found in:** Viper Manor (A)
**To get it:** Talk to the person in the dragon shed. Complete the mini-game and you'll find the Manor Key in the cupboard
**What to do with it:** Use it to enter Viper Manor.

### 12. Astral Amulet

**Found in:** Guldove (A)
**To get it:** You'll receive it automatically from Kid just before Branching Point 2
**What to do with it:** Use it to warp between worlds at Opassa Beach

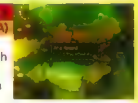
### 13. Pelvic Bone

**Found in:** Guldove (A)
**To get it:** Talk to the man nearest to the dock
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina

### 14. Safety Gear

**Found in:** Hydra Marshes (A)
**To get it:** Talk to the captain in the tree section of the marsh
**What to do with it:** After obtaining this item you can walk around the Hydra Marshes without losing HP

### 15. Good Backbone

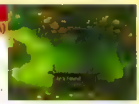


**Found in:** Hydra Marshes (A)
**To get it:** Walk into a secret opening in the marsh and a message will tell you that something is on the ground. Search the area to pick up this item.
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina.

### 16. Green Tinkler

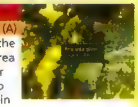
**Found in:** Guldove (A)
**To get it:** After obtaining the Safety Gear, go to the Bar in Guldove and talk to the Dwarf there.
**What to do with it:** Use this in front of the mutated plants in Hydra Marshes to progress beyond them.

### 17. Life Sparkle



**Found in:** Hydra Marshes (A)
**To get it:** Fight a group of enemies surrounding a treasure chest in the depths of Hydra Marshes. Open the treasure chest to get the Life Sparkle
**What to do with it:** Go to Viper Manor (A) and use it on Fio at the top floor balcony

### 18. Sturdy Ribs



**Found in:** Water Dragon Isle (A)
**To get it:** Talk to one of the people in the entrance area
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina.

### 19. Mixed Bones

**Found in:** Isle of the Damned (A)
**To get it:** Search the dark opening in the upper left corner of the entrance area.
**What to do with it:** After collecting all six parts, go talk to Skelly's grandma in Termina

### 20. Beeba Plate

**Found in:** Hydra Marshes (H)
**To get it:** Defeat the Beeba

**What to do with it:** Use it at the "wide open space" to battle against Wingapede

### 21. Hydra Humor

**Found in:** Hydra Marshes (H)
**To get it:** Defeat the Hydra (Boss Battle 9). Search the dead Hydra after the battle
**What to do with it:** Return to Guldove (A) with it and give it to Doc

### 22. Ice Breath

**Found in:** Water Dragon Isle (H)
**To get it:** Talk to the Water Dragon, after Boss Battle 14
**What to do with it:** Use it in Mount Pyre to freeze the pools of lava. Also, use it on the hot patch of ground at Hermit's Hideaway (A)

### 23. Mushroom

**Found in:** Shadow Forest (H)
**To get it:** Rescue the person trapped in the hole inside the tree cave.
**What to do with it:** Give it to the man making stew in Shadow Forest

### 24. Smith Spirit

**Found in:** Termina (H)
**To get it:** Talk to Zappa.

**What to do with it:** You'll be able to forge new weapons anywhere you can save

### 25. Star Fragment

**Found in:** El Nido Triangle (H)
**To get it:** It's in a chest underwater

**What to do with it:** Go to the top of Star Dragon Isle (H) with it to summon Mega Starky (Boss Battle 25)

### 26. Handle

**Found in:** S. S. Zelbess (H)
**To get it:** Watch Sneff's magic show multiple times to get him to turn you into a cat. Then, as a cat, climb the ladder in the Inn. Search the machine in the above room and you'll obtain the handle
**What to do with it:** Play Fargo's casino game again with this to beat him.

### 27. Fiddler Crab

**Found in:** S. S. Zelbess (H)
**To get it:** You'll obtain this automatically after Boss Battle 26.
**What to do with it:** Use it near the southern edge of the Dead Sea to reveal Death's Door.

### 28. Gaia's Keepsake

**Found in:** Hermit's Hideaway (H)
**To get it:** After revealing Death's Door and trying to enter the Dead Sea, follow Radius here
**What to do with it:** Use it in front of the mirrors at Isle of the Damned to pass through them.

### 29. Einlanzer

**Found in:** Isle of the Damned (H)
**To get it:** Defeat Garai (Boss Battle 27)

**What to do with it:** With this, you can move past the Masamune and into the Dead Sea.

### 30. Station Pass

**Found in:** Tower of Geddon (H)
**To get it:** Talk to the transparent yellow man near the train station. Follow him when he moves and search the area where he disappears
**What to do with it:** You need this to access the area just beyond the train station.

### 31. Prop Sword
**Found in:** Tower of Geddon (H)
**To get it:** Search the stage area of the theater ruins
**What to do with it:** This item is necessary for Pierre to obtain his Level 7 element.

### 32. Medical Book
**Found in:** Tower of Geddon (H)
**To get it:** Search the treasure chest just beyond the train station.
**What to do with it:** This item is necessary for Doc to obtain his Level 7 element.

### 33. Tear of Hate
**Found in:** Termina (A)
**To get it:** After Boss Battle 29, go to the back room of the Bar. During the conversation you'll get it automatically.
**What to do with it:** After obtaining all six relics, go to Guldove (A) and show it to Direa. Also, use this at the Divine Dragon Falls (A) after Boss Battle 46 with the Tear of Love to obtain the Chrono Cross.

### 34. Decor Shield
**Found in:** Viper Manor (A)
**To get it:** It's hanging on the wall in one of the basement rooms.
**What to do with it:** Place it on the statue armor that's missing a shield in the same room.

### 35. Parlor Key
**Found in:** Viper Manor (A)
**To get it:** You can only find this when you enter Viper Manor after Boss Battle 29 as Lynx. Search the barrel next to the locked grate that's near the prison entrance
**What to do with it:** You can enter the room next to Norris' parlor room with this key.

### 36. Prison Key
**Found in:** Viper Manor (A)
**To get it:** Talk to Norris
**What to do with it:** You can enter the sewer areas under the manor with this key

### 37. Sapphire Brooch
**Found in:** Guldove (A)
**To get it:** You'll obtain this automatically after Boss Battle 34.
**What to do with it:** Show this to Orlha after you turn back to Serge and she'll join your party.

### 38. Blue Relic
**Found in:** Water Dragon Isle (H)
**To get it:** Defeat the Water Dragon.
**What to do with it:** With the other five relics, you can enter the Sea of Eden.

### 39. Explosive
**Found in:** Earth Dragon Isle (H)
**To get it:** After the Rockroach blocking your way has been moved, talk to the person standing in its place and he'll give it to you.
**What to do with it:** Use this when you're standing next to a stationary Rockroach to blast it into a sand boil.

### 40. Yellow Relic
**Found in:** Earth Dragon Isle (H)
**To get it:** Defeat the Earth Dragon.
**What to do with it:** With the other five relics, you can enter the Sea of Eden.

### 41. Red Relic
**Found in:** Mount Pyre (A)
**To get it:** Defeat the Fire Dragon.
**What to do with it:** With the other five relics, you can enter the Sea of Eden

### 42. Ancient Fruit

**Found in:** Hydra Marshes (Either World)
**To get it:** After the event at the Pearly Gate, go back to where you first met Beeba and help him. He'll give you this in exchange.
**What to do with it:** You must have this item to enter Gaea's Navel when you call Wingapede with the Beeba Flute.

### 43. Green Relic
**Found in:** Gaea's Navel (H)
**To get it:** Defeat the Green Dragon.
**What to do with it:** With the other five relics, you can enter the Sea of Eden.

### 44. Memento Pendant
**Found in:** Isle of the Damned (A)
**To get it:** With Karsh in your party, go to the same place in this area as Dario's grave was in the Home World. You'll have to fight Solt & Peppor for the last time here. After the battle, you'll get this item.
**What to do with it:** Bring this to Forbidden Isle (H) with Riddel in your party to trigger a special event. (See Optional Event 4)

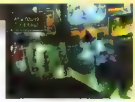
### 45. Black Relic
**Found in:** Marbule (A)
**To get it:** Defeat the Black Dragon, or just pick it up if the Black Dragon is asleep.
**What to do with it:** With the other five relics, you can enter the Sea of Eden

### 46. White Relic
**Found in:** Sky Dragon Isle (A)
**To get it:** Defeat the White Dragon
**What to do with it:** With the other five relics, you can enter the Sea of Eden.

### 47. Dragon Emblem
**Found in:** Guldove (A)
**To get it:** Give the Tear of Hate to Direa.
**What to do with it:** Use it to enter the Dragon Shrine in Guldove (H). See the "Get the Dragon Tear!" section on page 26

### 48. Dragon Tear
**Found in:** Guldove (H)
**To get it:** Show the Dragon Emblem to the guard of the Dragon Shrine, then talk to Steena.
**What to do with it:** Use it at the top of Fort Dragonia.

### 49. Tear of Love
**Found in:** Fort Dragonia (H)
**To get it:** You'll automatically get this after Boss Battle 43.
**What to do with it:** Use this at the Divine Dragon Falls (A) after Boss Battle 46 with the Tear of Hate to obtain the Chrono Cross.

### 50. Card Key

**Found in:** Chronopolis
**To get it:** Search the treasure chest in the left room in floor 4F.
**What to do with it:** Use it to access floor B1 in Chronopolis.

### 51. Chrono Cross
**Found in:** Divine Dragon Falls (A)
**To get it:** After Boss Battle 46, use the Tear of Hate and the Tear of Love on the altar
**What to do with it:** During Boss Battle 55, after elements are cast in a specific order (Yellow, Red, Green, Blue, Black, White) use this item to obtain the good ending.

### 52. Ice Gun
**Found in:** Lucca's House
**To get it:** See "Optional Events 5" on page 27. Search the wall of the left room on the second floor
**What to do with it:** Use this to put out the flames in Lucca's house.

### 53. Time Egg
**Found in:** Terra Tower
**To get it:** You'll obtain this automatically after Boss Battle 54.
**What to do with it:** Use this at the purple time distortion at Opassa Beach (H) to battle the final boss.

## BOSS BATTLES, MAJOR BRANCHING PATHS AND EVENTS

**You may be able to skip some boss battles/events or encounter them in a different order depending on the path you take. The order of battles and events shown here is only a recommendation. A ★ next to a boss' name means that you'll obtain a Star after that battle. "Innate" denotes the elemental color associated with a particular boss. "Absorbs" means that the boss will actually gain HP if you attack with an element that matches his or her Innate color. "Elements" denotes what color elements are available for that boss to use.**

### Boss Battle 1
**Where:** Lizard Rock (H)

| Mama Komodo ★ | |
|---|---|
| HP | 160 |
| Innate | Blue |
| Elements | Blue |

### Boss Battle 2
**Where:** Cape Howl (A)

| Karsh ★ | |
|---|---|
| HP | 115 |
| Innate | Green |
| Elements | Green |

| Solt | |
|---|---|
| HP | 52 |
| Innate | Yellow |
| Elements | None |

| Peppor | |
|---|---|
| HP | 60 |
| Innate | Yellow |
| Elements | None |

### Boss Battle 3
**Where:** Fossil Valley (A)

| Solt | |
|---|---|
| HP | 80 |
| Innate | Yellow |
| Elements | Yellow, Black, Blue, Red |

| Peppor ★ | |
|---|---|
| HP | 90 |
| Innate | Yellow |
| Elements | [illegible] |

## Branching Point 1: Termina (A)

**When you first enter Termina (A), the events that follow until you enter Viper Manor can take one of three paths. Performing any of the actions listed below will force you to proceed only along the corresponding path. All three paths will meet once you're inside Viper Manor.**

### Path 1-A: To Viper Manor via Front Gate

***To follow this path:*** Give the Hero's Medal to Pierre (See the Event Items section), then talk to him again. Select "OK, let's go" during the conversation.

***What happens if you take this path:***

- Pierre joins your party
- This is the shortest path

### Path 1-B: To Viper Manor via Shadow Forest

***To follow this path:*** Go to Nikki's boat and talk to the man in the dressing room. Miki will appear. Select "OK, rock on!" during the conversation.

***What happens if you take this path:***

- Nikki joins your party in Shadow Forest
- This is the longest path

### Path 1-C: To Viper Manor via Cliffs

***To follow this path:*** Talk to Guile at the Bar. Select "Ask for his help" during the conversation.

***What happens if you take this path:***

- Guile joins your party

### Boss Battle 4-A

**Where:** Viper Manor (A)

| Solt | |
|---|---|
| HP | 80 |
| Innate | Yellow |
| Elements | Yellow, Blue, Red |

| Peppor | |
|---|---|
| HP | 90 |
| Innate | Yellow |
| Elements | Red, [illegible] |

| Ketchop ★ | |
|---|---|
| HP | 260 |
| Innate | Yellow |
| [illegible] | [illegible] |

### Boss Battle 4-B

**Where:** Shadow Forest (A)

| Solt | |
|---|---|
| HP | 80 |
| Innate | Yellow |
| Elements | Yellow, Blue, Red |

| Peppor | |
|---|---|
| HP | 90 |
| Innate | Yellow |
| Elements | Red, [illegible] |

| Zoah ★ | |
|---|---|
| HP | 200 |
| Innate | Yellow |
| [illegible] | [illegible] |

### Boss Battle 4-C

**Where:** Vipor Manor (A)

| King Moaman ★ | |
|---|---|
| HP | 245 |
| Innate | Black |
| [illegible] | [illegible] |

| Blue Moaman | |
|---|---|
| HP | 145 |
| Innate | Blue |
| Elements | Black, Blue |

| Red Moaman | |
|---|---|
| HP | 90 |
| Innate | Red |
| Elements | Black, [illegible] |

### Boss Battle 5

**Where:** Viper Manor (A)

| Marcy ★ | |
|---|---|
| HP | 525 |
| Innate | Blue |
| [illegible] | [illegible] |

### Boss Battle 6

**Where:** Viper Manor (A)

| Lynx ★ | |
|---|---|
| HP | 820 |
| Innate | Black |
| [illegible] | [illegible] |

## Branching Point 2: Guldove (A)

**After the battle with Lynx, you'll find yourself in Guldove. At this point, the story will split into two major branches: The "Helping Kid" path and the "Not helping Kid" path. In both paths, you will still be able to go to Hydra Marshes (A) and return to Viper Manor (A) to complete some events.**

### Path 2-A: Helping Kid

***To follow this path:*** While talking to Korcha, choose "Find a way to save her" during the conversation.

***What happens if you take this path:***

- This is the longer path
- Obtain the Astral Amulet right away
- Korcha joins your party
- You can get Razzly to join your party (see character section on page 19)
- You can get Mel to join your party (see character section on page 19)
- Kid can rejoin your party before Boss Battle 10
- Obtain the Hydra Humor

### Path 2-B: Not Helping Kid

***To follow this path:*** While talking to Korcha, choose "...I don't know," then "...There's nothing we can do" during the conversation.

***What happens if you take this path:***

- This is the shorter path
- You'll be forced to give the Astral Amulet back
- You'll skip Boss Battles 7-9
- Macha joins your party
  - Glenn joins your party
  - Doc joins your party
    - Kid can rejoin your party after Boss Battle 13

### Boss Battle 7

(Path 2-A only)

**Where:** Hydra Marshes (H)

| Wingapede | |
|---|---|
| HP | 430 |
| Innate | Green |
| Elements | Green |

### Boss Battle 8

(Path 2-A only)

**Where:** Hydra Marshes (H)

| Pentapus | |
|---|---|
| HP | 600 |
| Innate | Blue |
| Elements | Blue |

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## Boss Battle 9
(Path 2-A only)
**Where:** Hydra Marshes (H)

| Hydra ★ | |
|---|---|
| HP | 700 |
| Innate | Yellow (Absorbs) |
| Elements | Yellow |

## Boss Battle 10
**Where:** Hermit's Hideaway (A)

| Harle | |
|---|---|
| HP | 400 |
| Innate | Black |
| Elements | White, Black |

## Boss Battle 11
**Where:** S. S. Invincible (A)

| Polly ★ | |
|---|---|
| HP | 540 |
| Innate | Red |
| Elements | Red |

## Boss Battle 12
**Where:** S. S. Invincible (A)

| Fargo ★ | |
|---|---|
| HP | 660 |
| Innate | Blue |
| Elements | Blue, Red, Green, Yellow |

## Boss Battle 13
**Where:** S. S. Invincible (A)

| Dead Head ★ | |
|---|---|
| HP | 700 |
| Innate | Black (Absorbs) |
| Elements | Black |

## Optional Events 1:
If you took the "Not saving Kid" path, at this point you can go to Guldove (A) and pick up Doc, Kid and the Astral Amulet. If Kid is in your party, you can only go to Water Dragon Isle (H).

## Boss Battle 14
**Where:** Water Dragon Isle (A)

| Hi Ho Tank ★ | |
|---|---|
| HP | 1,000 |
| Innate | Yellow |
| Elements | All |

## Boss Battle 15
**Where:** Mount Pyre (A)

| Peppor | |
|---|---|
| HP | 483 |
| Innate | Yellow |
| Elements | Black |

| Solt | |
|---|---|
| HP | 500 |
| Innate | Yellow |
| Elements | Black |

## Boss Battle 16
**Where:** Mount Pyre (A)

| Fire Dragon ★ | |
|---|---|
| HP | 850 |
| Innate | Red (Absorbs) |
| Elements | Red |

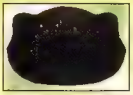
## Boss Battle 17
**Where:** Mount Pyre (A)

| Karsh ★ | |
|---|---|
| HP | 370 |
| Innate | Green |
| Elements | Green |

| Marcy | |
|---|---|
| HP | 300 |
| Innate | Blue |
| Elements | Blue |

| Zoah | |
|---|---|
| HP | 436 |
| Innate | Yellow |
| Elements | Yellow |

## Boss Battle 18
**Where:** Fort Dragonia (A)



| Giant Gloop ★ | |
|---|---|
| HP | 800 |
| Innate | Blue |
| Elements | Blue |

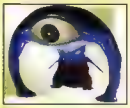
## Boss Battle 19
**Where:** Fort Dragonia (A)

| Taurusoid ★ | |
|---|---|
| HP | 1,200 |
| Innate | Green |
| Elements | Green |

## Boss Battle 20
**Where:** Fort Dragonia (A)

| Sun of A Gun ★ | |
|---|---|
| HP | 365 |
| Innate | White |
| Elements | White |

## Boss Battle 21
**Where:** Fort Dragonia (A)



| Burnyip (Initial Form) | |
|---|---|
| HP | 400 |
| Innate | Red |
| Elements | Red |

| Burnyip (True Form) ★ | |
|---|---|
| HP | 1,200 |
| Innate | Black |
| Elements | Black |

## Boss Battle 22
**Where:** Fort Dragonia (A)

| General Viper ★ | |
|---|---|
| HP | 820 |
| Innate | Yellow |
| Elements | Yellow |

## Boss Battle 23
**Where:** Fort Dragonia (A)

| Lynx ★ | |
|---|---|
| HP | 1,000 |
| Innate | Black |
| Elements | Black |

## Boss Battle 24
**Where:** Arni Village (H)

| Radius ★ | |
|---|---|
| HP | 750 |
| Innate | Green |
| Elements | Red, White, Green |

## Optional Events 2:
At this point, you can go to Shagara Tower (H) to get Fungoy to join your party. After Norris joins your party, you can also do the following:
- Go to Fort Dragonia (A) to get Draggy to join your party
- Go to El Nido Temple (H) to get the Star Fragment
- Go to Sky Dragon Isle (H) to get Starky to join your party

## Boss Battle 25
**Where:** Sky Dragon Isle (H)
To battle Mega Starky, go to the top of the area with the Star Fragment.

| Mega Starky | |
|---|---|
| HP | 2,800 |
| Innate | White |
| Elements | White |

## Boss Battle 26
**Where:** S. S. Zelbess (H)
You'll get the Fiddler Crab after defeating Sage
Immediately after this battle, you must visit Nikki in his room and help him if you want to get Miki in your party later. Whether you do this or not will also impact other events, so take a look at Branching Point 3 on page 25 first!

| Sage ★ | |
|---|---|
| HP | 1,500 |
| Innate | White |
| Elements | All |

## Boss Battle 27
**Where:** Isle of the Damned (H)

| Garai ★ | |
|---|---|
| HP | 1,987 |
| Innate | White |
| Elements | White |

## Boss Battle 28
**Where:** Dead Sea (H)

| Highwayman ★ | |
|---|---|
| HP | 2,000 |
| Innate | Black |
| Elements | Black |

## Boss Battle 29
**Where:** Tower of Geddon (H)

| Miguel ★ | |
|---|---|
| HP | 1,950 |
| Innate | White |
| Elements | White, Black |

## Boss Battle 30
**Where:** Viper Manor (A)

| Roachester ★ | |
|---|---|
| HP | 1,245 |
| Innate | Blue |
| Elements | Blue |

## Boss Battle 31
**Where:** Viper Manor (A)

| Hell's Cook ★ | |
|---|---|
| HP | 2,800 |
| Innate | Red |
| Elements | Red |

## Boss Battle 32
**Where:** Viper Manor (A)

| Grobyc★ | |
|---|---|
| HP | 2,800 |
| Innate | Black |
| Elements | Blue, Red, Green, Black |

## Boss Battle 33
**Where:** Viper Manor (A)

| Guillot | |
|---|---|
| HP | 1,001 |
| Innate | Yellow |
| Elements | Yellow |

After harle leaves your party, you'll be able to explore both worlds freely.

## Optional Events 3:
If you want Orlha to join your party later, you can go to Guldove (A) now and fight her. After the battle she'll give you the Sapphire Brooch.

### Boss Battle 34
**Where:** Guldove (A)

| Orlha | |
|---|---|
| HP | 1,800 |
| Innate | Blue |
| Elements | Blue, Red, Yellow, Black |

## Optional Events 4:

**If you want to get one of the most powerful weapons in the game, the Masternune, follow these steps:**

1. With Karsh in your party, go to the same place in the Isle of the Dead (A) as Serge's guitar was in the Home World
2. An event will occur. You'll have to fight Lord Poppor for the last time here
3. Karsh will learn his Level 7 element and you'll get the Memento Pendant after the battle
4. Go to the Forbidden Island (H) with Riddel in your party and the Memento Pendant. You'll find Dario there and another event will occur
5. Battle Dario. After you win, Serge's Gar Swallow will turn into the Masternune! You'll also obtain Riddel's Level 7 element

### Boss Battle 35
**Where:** Forbidden Island (H)

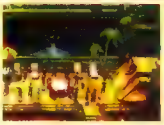
| Dario | |
|---|---|
| HP | 3,500 |
| Innate | Black |
| Elements | All |

This battle is super tough. Every time you use an element to attack Dario, he'll counter with either a healing element or a devastating attack that usually kills one of your party members. His standard attacks can also inflict up to 400 HP per turn. The key here is to not use any elements on Dario! Just fill up your grid with all kinds of healing and supplemental elements that you can cast on your party. Any time a character has less than 75% of his or her max HP, heal them as soon as possible. You must concentrate on physical attacks if you want to have any chance of winning. You may wait until you turn back to Serge to trigger this event if it's too hard at this time.

## Branching Point 3

**Depending on your previous actions, you may or may not have to fight the Black Dragon.**

### Path 3-A: Helping Nikki



***To follow this path:*** You must have talked with Nikki in his room immediately after defeating Sage (Boss Battle 26) and chose to help him. Now, you must take Fargo from your party to speak with the other Fargo in the Home World on the S.S. Zelbess. Doing this will trigger an event at Marbule

***What happens if you take this path:***

- This is the longer path
- Miki will offer to join your party if you talk to her after the event in Marbule
- The Black Dragon will wake up, so you'll have to fight him later

### Path 3-B: Not Helping Nikki

***To follow this path:*** You must have not talked with Nikki in his room after defeating Sage.

***What happens if you take this path:***

- his is the shorter path
- Miki will not join your party
- The Black Dragon will not wake up, so you can pick up the Black Relic without fighting him.

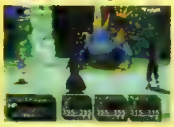
## Collecting the Six Relics

**Now you must obtain a relic from each of the five dragons: White, Black, Yellow, Blue, Red and Green. You can defeat them in any order, but you must face the White Dragon last. Here's the order I recommend...**

**To the Water Dragon**

**You don't need to do anything special to reach the Water Dragon. Just walk up to it and fight!**

### Boss Battle 36
**Where:** Water Dragon Isle (H)



The Water Dragon uses elements like Tsunami and Deluge, which damage all of your party members. He isn't very aggressive, so if you have all the latest armor equipped you shouldn't have much trouble here. You'll get the blue summon element Blue Whale and the Blue Relic after this battle.

| Water Dragon ★ | |
|---|---|
| HP | 2,800 |
| Innate | Blue (Absorbs) |
| Elements | Blue |

**To the Earth Dragon**

**At the Earth Dragon Isle, you may find your way blocked by an object underground called a Rockroach. To progress past this point, just talk to everyone above ground, then leave the area, return and talk to everyone again. The Captain will tell you if they need more time or if they've removed the Rockroach. If he says they need more time, just walk back out to the world map and return again. If you talk to the Captain one last time after they've removed the obstacle, he'll give you a Rainbow Shell. When you go underground again, the person standing where the Rockroach used to be will give you Explosives. You'll need these to plug up the holes in the next section with Rockroaches.**

### Boss Battle 37
**Where:** Earth Dragon Isle (H)

| Earth Dragon ★ | |
|---|---|
| HP | 3,100 |
| Innate | Yellow (Absorbs) |
| Elements | Yellow |

The Earth Dragon uses lots of physical attacks and can hit your characters multiple times per turn. Bring along a lot of healing elements if you want to stay alive. His Natural Gas attack will damage your whole party and it will cause your characters to become dizzy. Also, his Catastrophe element inflicts even more damage. After this battle, you'll obtain the yellow summon element ThundaSnake and the Yellow Relic.

## To the Fire Dragon

**Remember, you'll be able to find the Fire Dragon in Another World's Mount Pyre. A few parts of the cavern will be different since the last time you entered it, so some paths will be open to you that were previously blocked.**

### Boss Battle 38

**Where:** Mount Pyre (A)

| Fire Dragon ★ | |
|---|---|
| HP | 3,400 |
| Innate | Red (Absorbs) |
| Elements | Red |

The Fire Dragon has two forms. The first one is the same tiny dragon you fought last time. After you inflict enough damage, he'll transform into his second form.

He uses red elements so much that you won't have time to use a blue summon element, so just use your most powerful attacks instead of planning a long-term strategy. This is the most powerful enemy you've faced yet! His worst attack is Fire Breath, which will damage all your characters for about 200 HP each. This guy inflicts so much damage that you must spend many turns healing if you want to survive. When you have a choice between using a healing or attacking element, if any of your characters has 200 HP or less, go for the healing element. When you defeat Fire Dragon, you'll obtain the red summon element Salamander and the Red Relic.

## To the Green Dragon

**In order to find this dragon, you must first enter Gaea's Navel (H). To do this, you'll have to collect the Beeba Flute first. If you didn't take the "Saving Kid" route in the first half of the game, you might not have this item. You can still go back and get it, however. Next, you must collect the Ancient Fruit. To do this, return to where you first encountered the Beeba in Hydra Marshes. When you walk up to the area, an event will occur. During the conversation, select "Help out." You'll have to fight a short battle, then the Beeba will give you the Ancient Fruit. Next, go to Hydra Marshes (H) and talk to the Beeba there. After another short battle, he'll tell you where to use the Beeba Flute and Ancient Fruit. Once you get to Gaea's Navel, you must battle enemies here until Tyrano shows up on the screen where you first started. While you do this, if you have the trap element Sonja, you can use it on Prey Mantis to capture it. You'll know Tyrano is around when you return to the original screen and the background music stops.**

Most of Green Dragon's attacks involve inflicting bad states onto your characters. He's really aggressive with this, so sometimes it's better to just ignore it and keep fighting. Use elements often to keep the field effect from turning all green. When he is almost dead, he'll start to use HealPlus (which restores over 400 HP) so it's really important to use your most powerful attacks at that time. After you defeat Green Dragon, you'll get the green summon element Genie, plus the Green Relic.

### Boss Battle 39

**Where:** Gaea's Navel (H)

| Tyrano ★ | |
|---|---|
| HP | 1,600 |
| Innate | Red |
| Elements | Red |

### Boss Battle 40

**Where:** Gaea's Navel (H)

| Green Dragon ★ | |
|---|---|
| HP | 3,700 |
| Innate | Green (Absorbs) |
| Elements | Green |

## To the Black Dragon

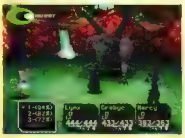
**Getting here is easy. Like at the Water Dragon Isle, you can just walk into the Black Dragon's room and fight him.**

### Boss Battle 41

**Where:** Marbule (A)

| Black Dragon ★ | |
|---|---|
| HP | 3,900 |
| Innate | Black (Absorbs) |
| Elements | Black |

This battle is difficult because of your opponent's high HP and his innate color, which is the same as Lynx's. Don't use any black offensive elements! What's worse, if you try to use white elements on him he'll cast AntiWhite on you. After this battle, you'll get the black summon element Grim Reaper and the Black Relic.



## To the Sky Dragon

**After you've collected five of the relics, you can challenge the Sky Dragon.**

### Boss Battle 42

**Where:** Sky Dragon Isle (A)

| Sky Dragon ★ | |
|---|---|
| HP | 3,800 |
| Innate | White (Absorbs) |
| Elements | White |

Sky Dragon likes to use his Holy Healing element, which recovers over 500 HP. So you'll actually have to inflict much more damage than it seems. If you've learned Lynx's ForeverZero element, it's very effective against this boss. And just when you think you're winning, he'll pull out his UltraNova attack, which will inflict about 250 HP damage for normal characters and over 400 HP for black elemental characters! This can kill most of your party, so be sure to give everyone the Revive element. After this battle, you'll get the white summon element Saints and the White Relic.

## Get the Dragon Tear!

*The next few events are very important. Follow these steps immediately after Boss Battle 42:*

1. Go to the Dragon Shrine in Guldove (H) and talk to the guard.
2. Go to the Dragon Shrine in Guldove (A) and show the Tear of Hate to Direa. She will give you the Dragon Emblem.
3. Go back to the Dragon Shrine in Guldove (H). You'll be able to enter with the Dragon Emblem.
4. Talk to Steena there and she'll join your party. Also, she will give you the Dragon Tear.
5. Now, you can go straight to Fort Dragonia (H) to battle Dark Serge...

## Boss Battle 43
**Where:** Fort Dragonia (H)

| Dark Serge ★ | |
|---|---|
| HP | 3,000 |
| Innate | Black |
| Elements | All except White |

After this battle, the Dragon Tear will change into the Tear of Love. Also, you'll finally turn back to Serge. All the characters you've obtained as Serge will become available, too.

## Boss Battle 44
**Where:** Sea of Eden (A)

| Vita Unus, Vita Duo or Vita Tres ★ | |
|---|---|
| HP | 2 500 |
| Innate | Red, Green or Blue |
| Elements | [illegible] |

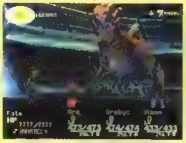
Depending on the order in which you visit the statues, you'll either battle with Vita Unus, Vita Duo or Vita Tres. The only big difference between each one is their Innate color. Otherwise, they're all pretty easy to beat.

## Boss Battle 45
**Where:** Chronopolis

| Polis Police ★ | |
|---|---|
| HP | 3,200 |
| Innate | White |
| Elements | [illegible] |

This guy's Megaton Fist attack can kill any of your party members if their innate element is black! His only other element, Bazooka, is even more powerful and will inflict about 600 HP of damage to one person! The key here is to be aggressive and dish out as much damage as possible before he kills everyone

## Boss Battle 46
**Where:** Chronopolis



| Fate ★ | |
|---|---|
| HP | 5,000 |
| Innate | Black |
| Elements | Black |

As soon as the battle begins, you'll see a countdown timer. When it reaches zero, Fate will unleash his Dark Energy attack This will damage everyone in your party by any amount from 150 to 350 HP. The countdown will also start over! Spend your turns healing immediately after the timer resets and brace yourself for the next volley! If you're fast, you can defeat him before the end of the second countdown.

## Optional Events 5:

At this point there are a few more events you can consider:

- **Lucca's House**

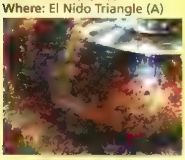
If you go to talk to the [illegible] in Lucca's house where you have to rescue the children. If you complete this event, Kid will join your party again. Afterward, you can go to Lucca's [illegible] and you'll receive a Rainbow Shell.

- **Chrono Cross**

To obtain this item, go to the Home Dragon Fort (H) and use the Tear of Love on the altar. They'll combine into the Chrono Cross. You can trade it [illegible] your gold.

After you complete these two events, your next destination is the El Nido Triangle (A). If you don't have Kadia in your party, you must get her to join before you can go any further.

## Boss Battle 47
**Where:** El Nido Triangle (A)



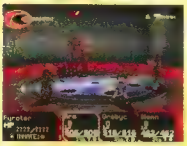
| Royal Jelly ★ | |
|---|---|
| HP | 1,657 |
| Innate | Blue |
| Elements | Blue |

Royal Jelly cannot be harmed by conventional weapons! Bring plenty of Red elements with you for this battle and you should have no problem. Starky must be in your party after you defeat this guy in order to progress the event further

## Boss Battle 48
**Where:** Terra Tower

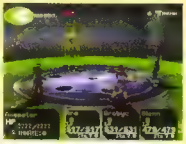
| Terrator ★ | |
|---|---|
| HP | 2,200 |
| Innate | Yellow (Absorbs) |
| Elements | Yellow |

## Boss Battle 49
**Where:** Terra Tower



| Pyrotor ★ | |
|---|---|
| HP | 2,400 |
| Innate | Red (Absorbs) |
| Elements | Red |

## Boss Battle 50
**Where:** Terra Tower

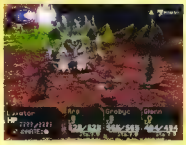


| Anemotor ★ | |
|---|---|
| HP | 2,500 |
| Innate | Green (Absorbs) |
| Elements | Green |

### Boss Battle 51
**Where:** Terra Tower

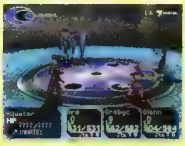
| Gravitor ★ | |
|---|---|
| HP | 3,000 |
| Innate | Black (Absorbs) |
| Elements | Black |

### Boss Battle 52
**Where:** Terra Tower



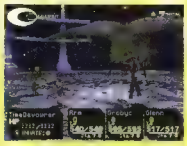
| Luxator ★ | |
|---|---|
| HP | 3,000 |
| Innate | White (Absorbs) |
| Elements | White |

### Boss Battle 53
**Where:** Terra Tower



| Aquator ★ | |
|---|---|
| HP | 2,800 |
| Innate | Blue (Absorbs) |
| Elements | Blue |

### Boss Battle 54
**Where:** Terra Tower



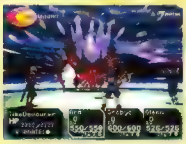
| Time Devourer ★ | |
|---|---|
| HP | 2,000 |
| Innate | Varies |
| Elements | All |

The Time Devourer is actually not very difficult to beat, but it will be a long battle. Its innate element will change and it will seem to restore its HP every time you inflict a certain amount of damage to it. Once its color becomes white again, it's almost dead!

### Boss Battle 55
**Where:** Opassa Beach (H)

| Time Devourer | |
|---|---|
| HP | 10,000 |
| Innate | White |
| Elements | All |

Okay, this is the final battle! What you do here determines whether you get the good ending or the bad ending. To get the bad ending, just kill the boss. He's unusually easy to beat for a final boss, and that's partly because you're not really supposed to do that. If you want to get the good ending, you must have the Chrono Cross element equipped in your grid. To prepare for the battle, fill up everyone's level 1 and level 2 columns with elements of all different colors. Equip Serge with the Chrono Cross element on the level 2 column.



When the battle begins, build up everyone's level to at least 6. When you've satisfied this condition, wait until the boss uses an element. Immediately afterward, use only level 1 (or level 2 if you have to) elements in this order: Yellow, Red, Green, Blue, Black, White. Only the color of the element is important, but the timing is crucial because you must be able to use that sequence of colors without the boss' interruption. Each time an element is used, either by you or the enemy, a sphere of that element's color will appear at the top of the screen. The last seven element colors used are displayed. You can use this to check to see if the order of the colors is correct or not. If the order gets screwed up, you'll have to start over. When all six elements are cast in order, have Serge use the Chrono Cross. Once you do this, the battle is over! Sit back and enjoy the ending!

### *But Wait! There's More!*

**After you finish the game, you'll be prompted to save the file. If you do this—and load your finished game—two new options called "New Game +" and "Continue Game +" will appear. If you play the game this way, you'll have two special items in your inventory: the Relief Charm and the Time Shifter. The purple time distortion will always be at Opassa Beach during the entire game, so you can battle Time Devourer at different points in time. You'll be able to find up to nine different endings this way! Also, visit The Bend of Time and see what surprises await you!**

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by Rich Krupa

For years we've been hearing rumors about a Kirby game for the Nintendo 64—*Kirby's Air Ride* was one of the earliest tiles announced by Nintendo—but we had to wait until the year 2000 for *Kirby 64: The Crystal Shards*. The game plays like a traditional side-scroller, where you move left to right to complete each level. The goal is to make your way through 28 different levels, release your friends from the Dark Matter and collect all the crystal shards.
Along the way you will be able to steal your enemies' powers to help you locate the shards and defeat the bosses. This walkthrough will help you locate the more difficult shards that are hidden along the way.

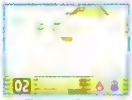
## Special Powers

The special powers that Kirby inhales are needed to gain certain shards—and they're a lot of fun to use! Half the fun of *Kirby 64* is mixing and matching all of the different powers. There are seven different powers that can be combined for twenty-eight different combos. Have fun trying all of them!

**Burn + Burn =** Forms a large Phoenix

**Cutter + Cutter =** You can throw a giant boomerang

**Burn + Rock =** Kirby becomes a walking volcano


**Burn + Ice =** Kirby will let off a little steam

**Burn + Needle =** Launch flaming arrows at your enemies

**Burn + Bomb =** Kirby launches fireworks just like on the 4th of July

**Burn + Spark =** Kirby bursts into a blazing fireball

**Burn + Cutter =** Wield a large flaming sword

**Stone + Stone =** Kirby will transform into a giant boulder

**Stone + Spark =** Take control of an electrified boulder

**Stone + Needle =** Kirby becomes a drill that can be fired through walls

**Stone + Ice =** Kirby changes into a puck that slides across the screen

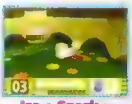
**Stone + Bomb =** Toss a little dynamite to clear your way

**Stone + Cutter =** Kirby becomes one of six stone statues

**Ice + Ice =** Take the shape of a giant snowball

**Ice + Needle =** Kirby turns into a large pointy snowflake

**Ice + Bomb =** Kirby turns into an exploding snowman


**Ice + Spark =** Take the form of a refrigerator for a late night snack

**Ice + Cutter =** Kirby laces up his skates and is ready for a little hockey

**Needle + Needle =** Kirby looks like a walking tool kit

**Needle + Bomb =** Kirby becomes an exploding spike ball

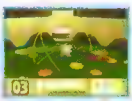
**Needle + Spark =** Kirby takes the form of a lightning rod

**Needle + Cutter =** Kirby's arms transform into giant jaws

**Bomb + Bomb =** Launch rockets from Kirby's mouth

**Bomb + Spark =** Kirby lights up any room when he transforms into a light bulb

**Bomb + Cutter =** Kirby can throw exploding stars with this combo

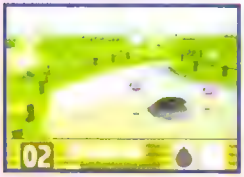

**Spark + Spark =** Kirby becomes an exploding spike ball

**Spark + Cutter =** Kirby wields a two-sided light saber just like Darth Maul

Nintendo 64 strategy
Nintendo 64 strategy

# The Crystal Shards You Might Have Missed

## Pop Star - Level 1




Locate the black mound with three stars floating above it. To destroy this mound you will need the bomb ability. Drop a bomb on this platform to collect the shard underneath.

To finish off this level you will have to face Waddle Dee. Simply jump or fly over him as he charges. When he passes you, inhale the stars and throw them at Waddle Dee. Keep doing this to collect another shard.

## Pop Star - Level 3

In the room just past Adeleine you will find a shard on a ledge above the doorway.

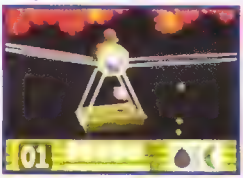
## Whispy Woods

Here you are up against Whispy Woods. Whispy's first attack consists of smaller versions of himself. They are easily dispatched with any ability or by inhaling the apples that Whispy showers on your head.
The second attack is its pointy roots. Again these are easily defeated by inhaling the apples that Whispy drops. Collect the final shard from this world once Whispy has been defeated.

## Rock Star - Level 2

Make your way to the right until you reach a structure made out of pillars. Fly all the way to the top where the 1-Up is located.
Make your way to the right and drop down one level until you are directly below where the 1-Up was. Once the floor crumbles beneath you, jump to the ledge to the right. Then fly over a small pillar to the left leading you to the shard on the ground floor.

## Pop Star - Level 2




Hop onto the platform where Waddle Dee is waiting for you. Ride this platform until you see a couple of stars floating near the bottom of the screen. Jump off the platform to collect the shard beneath these stars. As soon as you collect the shard, quickly fly back up to the platform. If you are not quick enough, you will lose a life here.

At the end of this level you will have to face Adeleine to gain the shard. Inhale the small enemies she sends your way. When you have inhaled enough of the little ones, she will send in Galbo. Inhale and exhale his ice chunks to finish him off. Next you will encounter the Mumbies. Inhale the smaller ones and exhale them towards the larger one. Last but not least, you will face Adeleine herself. Defeat her to finish this level.

## Rock Star - Level 1

When you reach the falling blocks that have eyeballs, be sure to fly above the second to find a shard.

Outside again you will see a yellow and brown striped wall. You will need the stone and spark ability to release this shard.

When you enter the building take the first three steps until you see a star. Jump down from here to collect another shard.

to Rock Star-Level 4 ▶

## Rock Star - Level 4

When you reach the top you will find Adeleine and three black boxes waiting for you. You will need the spark and bomb combo to light up the room. Remember the three images and enter the next room. Here you will have to push the three platforms that match the images you saw. After you push the three matching platforms, a shard will appear. If you push the wrong button, exit and reenter the room to reset them.

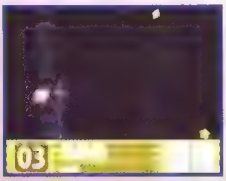
## Aqua Star - Level 1

When you encounter the four-level bridge, drop down to the bottom to find a black and blue-checkered block. Use your ice and bomb combo to destroy this section of the bridge. Now jump into the green ball to be launched through the center column and claim the shard hidden inside.

## Acro

The final shard of this world is guarded by Acro. Quickly inhale and exhale the enemies he fires at you. Be careful not to inhale any Gordos because they will harm you. Acro will become mad and swim into the background before he lunges at you. Follow his shadow to see where he will crash into the ground. You can usually dodge his attacks by staying near the corners. Just when you thought it was over, Acro will chase you through a vertical tunnel. Stay to the sides and inhale the green fish along the way. After a couple of hits, Acro is finished and the shard is yours.

## Neo Star - Level 2



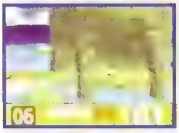

As soon as you enter this area, you will start falling into a deep tunnel. Stay to the left as you fall to collect the shard on your way down.

When you spot the brown and black wall, use your stone and bomb combo to collect the shard. Remember to press **Down** to use Kirby's helmet; otherwise, you will take a lot of damage.

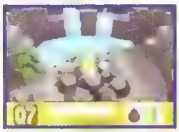
## Pix

Pix consists of three diamonds spinning around a circular platform trying to hit you. Jump over or duck under the spinning diamonds as they pass by. When you reach the top of the platform, inhale the molecules that appear and exhale them toward the diamonds when they come close. Repeat this three times for each diamond to defeat Pix and collect the last shard.

## Aqua Star - Level 3




Make your way to the large stone structure in the middle of the wooden bridge. Next, fly up to the top of the structure and drop into the hole there. Inside you will need the bomb and cutter combo to break the wall hiding a shard.



After a really long drop to the bottom of this area, you will have to break the wall to the left with the stone and cutter ability. To obtain this shard is going to take a lot of patience. Use your power combo to transform into a hamster. Once you are in the hamster form, face the left wall and start jumping. The key is to get a steady rhythm going.

## Neo Star - Level 1

When you reach a narrow chasm with vines, drop down one ledge to find an out-of-the-way shard.

## Neo Star - Level 3

Eventually you will run into Adeleine painting another picture. There are three different paintings: an umbrella, a hat and a pizza. Take note of which picture she is painting, and continue to the next room. Here you will need to recreate the picture you just saw in the crates.

To the right of the green platform you will see a star. Jump down to grab the star and the shard just below it.

## Magman

To defeat Magman you will need to jump from platform to platform, avoiding the lava that he sends your way. In between the waves of lava, inhale the Magoos that pop up and exhale them at the lava columns that rise from the ground. Keep repeating this until you go face-to-face with Magman. Again, inhale and exhale any objects at his face to defeat him once and for all.

## Shiver Star - Level 3

Ride the conveyor belts up to the top. Then, before you ride the last belt, fly up to the ledge to the left to collect the shard hiding there.
In the room with Adeleine behind a window, she will paint a combination of three fruits. Each fruit represents the color of the switch that needs to be pressed in the next room.

to Shiver Star-Level 4 ▶

## Neo Star - Level 4

Use King Dedede's hammer to smash both the top and bottom of the pillar just past the two Galobs to find a shard.

You will reach a room with Chacha and two Bobos dancing in the background. Destroy the pedestal in the center using the ice and bomb combo to gain the shard.

## Shiver Star - Level 1

Jump into the third hole in the frozen lake and swim right through the small tunnel to the other side. Once there, collect the shard at the base of the wall to the right.

## Shiver Star - Level 2

Go past three small clouds that move up and down and fall through the hole in the large cloud. Do not worry! There is another cloud below and another shard.

When you reach the rotating Zebon, wait until the Zebon looks to the upper left of the screen. Then launch yourself right into a shard and another Zebon.

## Shiver Star - Level 4

Before you enter this level, make sure that you have the stone and needle combo. As you descend each level, enter the alcoves to the right and fire a power drill into each box. Repeat until you reach the bottom blue platform, then go right and climb the ladder to collect the shard.

On the fourth level, run all the way to the right to grab the shard before the moving robot crushes you.

## Ripple Star - Level 1

Destroy the orange and black pedestal underneath the column of stars using the needle and bomb combo. Grab the hidden shard and move on to the next level.

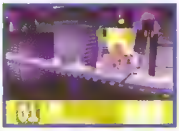
## Ripple Star - Level 3

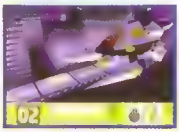
Locate the room with the red and orange starburst in the floor. Once there, use the fire and needle ability to shoot an arrow into the center of this design. This will reveal another shard for you.

## Miracle Matter

When you reach Miracle Matter it will appear in the center of a dark room. To defeat this boss you will need to keep on moving and learn its different attacks. Remember that only like pieces of Miracle Matter will harm it. Inhale pieces of Miracle Matter and quickly exhale them back at it while it remains in the same form. Otherwise, the attack is useless. With some practice and patience you will defeat Miracle Matter and collect the final shard.

## HR-H





As soon as HR-H appears, run to the right side of the screen. Jump to dodge his laser beam and arm swing. Inhale one of the rockets that HR-H fires at you, then exhale it at his arms when he claps his hands together. Keep repeating this until HR-H transforms into his second form. Again, inhale and exhale the rockets while dodging his arms. Aim your attacks at the front black area to eventually defeat HR-H. Collect the shard and get ready for the final world.

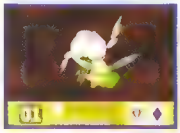
## Ripple Star - Level 2

Before you jump down into the hole by Waddle Dee, make sure that you have the spark ability. Use your ability on the block at the bottom of the hole to discover another shard.

Located to the upper-left of the ring of stars you will discover a shard waiting for you.

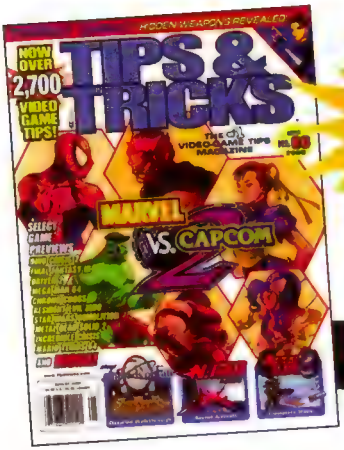
In the area where the path is blocked by a lot of crates, locate the green pillar with the shard behind it. Use the cutter ability to break on through to the other side.

## Dark Star



If you have collected all the shards along the way, you will then enter Dark Star and see the real ending of the game. There are no shards to collect in this world, so quickly make your way to the end of this level to face O2.

To defeat O2 you will have to continually shoot his large red eyeball while avoiding his attacks. When you have hit his eye a few times, he will lean forward, exposing a band-aid on the top of his head. Shoot at the band-aid until a green, thorny cone appears on his underside. Now focus your attacks on the green cone until it retracts. Again, you will have to start attacking his eyeball. Repeat this strategy until you have finally defeated O2 and destroyed all of the Dark Matter. Now you can enjoy the happy ending of Kirby 64!





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# MARVEL VS. CAPCOM 2

## PART 2

by Jason Wilson

***Welcome back for part two of our Marvel vs. Capcom 2 mega strategy guide! Since our last issue was completed, the game has been released for the Sega Dreamcast system, but the information still applies to both versions. Part two will showcase each character's damage capabilities and focus on the 28 fighters who were not covered in our August feature.***

## Theory

*Marvel vs. Capcom 2* is very different from its predecessors. There is no Strong Punch or Forward Kick button to string your attacks like the other games in the "*vs.*" series. You will need to press Jab Punch twice or Short Kick twice for your medium punch or forward kick to appear. This alters gameplay significantly for several reasons. First, you have to actually be close to your opponent, with him or her in blocking position or getting struck. You will also be unable to use either button as an anti-air maneuver or to poke at your opponent with characters that relied on moves like this, such as M. Bison with his standing Forward Kick. Most combination attacks can be done with Jab Punch, Short Kick, Jab Punch and Short Kick in the air. At first, it was believed that the traditional "infinite" combos were not present; however, savvy players have discovered a new type of infinite which can be easily initiated near the corner, particularly when using Ken, Akuma or Thanos.

## Universal Move List

**Taunt**—Press **START** + Light Kick
**High Block**—Hold ←
**Low Blocking**—Hold ↙
**Air Blocking**—Hold ← or ↙ while in air
**Guard Advance**—Press both Punch buttons after blocking (can be used multiple times)
**Dashing/Retreating**—Press → → or ← ←
**Super Jump**—Press ↓ then ↑
**Escape Throws**—Press any direction on the joystick plus Fierce Punch or Roundhouse Kick when being thrown, except for ↑ or ↓
**Variable Attack**—Press Jab Punch + Light Kick simultaneously to call in Partner A, press Fierce Punch + Roundhouse Kick simultaneously to call in Partner B
**Variable Assist**—Press Assist A Button or Assist B Button, depending on who you want to call in for help!
**Variable Counter**—← ↙ ↓ + Partner A or B (requires one level of your Super Meter)
**Variable Combination Attack**—Press Partner A + B buttons simultaneously (requires two levels of your Super Meter)
**Snapback**—↓ ↘ → + Partner A or B (forces your opponent to switch characters for a short period of time, disabling one of them; requires one level of your Super Meter)

## Damage Chart

The following chart ranks the game's characters in seven different tiers of strength; Tier 1 fighters like the Hulk and Juggernaut have attacks which generally cause much more damage that lower-tier characters like Roll or Kobun. Note that with great strength there usually a corresponding loss of foot speed; on average, the Tier 1 fighters move more slowly than characters who are known to inflict less damage with the average attack.

stronger ↓ weaker

**Tier 1**
Sentinel, Blackheart, Colossus, Hulk, Zangief, Juggernaut

**Tier 2**
Amingo, Iron Bonne, Captain America, Rogue, Vega, Venom

**Tier 3**
Jin

**Tier 4**
Anakaris, B.B. Hood, Cable, Captain Commando, Cyclops, Dan, Dr. Doom, Gambit, Akuma, Guile, Hayato, Iceman, Iron Man, Jill, Ken, Magneto, Charlie, Omega Red, Mega Man, Ruby Heart, Ryu, Sabretooth, Sakura, Shuma-Gorath, Silver Samurai, Sonson, Spiral, Storm, Thanos, War Machine

**Tier 5**
Cammy, Chun-Li, Dhalsim, Felicia, Marrow, Morrigan, Psylocke, Spider-Man, Strider Hiryu, Bone Claws Wolverine, Adamantium Claws Wolverine

**Tier 6**
Roll

**Tier 7**
Kobun

## AMINGO

This new half-plant, half-man is quite strong; as far as Capcom's "vs." games go, he is one of the top characters in the game. The jumping Roundhouse Kick is Amingo's best jump-in technique; you can set up a quick Aerial Rave by adding two jab punches to the end of it.

### Assist Types

Heal (recommended)
Enhance
Balance

### Launchers

Jab Punch or Short Kick, Jab Punch
↘ + Fierce Punch
↘ + Roundhouse Kick

### Special Moves

**Kaze no Sakebi (can also be done in air)**—↓ ↘ → + any Punch button
**Midori no Kanki**—↓ ↙ ← + any Punch button
**Daichi no Kodomo**—↓ ↙ ← + any Kick button

### Super Moves

**Taiyou no Megumi**—↓ ↘ → + both Kick Buttons
**Shokubutsu no Okite**—↓ ↙ ← + both Punch Buttons

## CAPTAIN COMMANDO

Captain Commando has various "cheap" tactics that can be used to annoy your opponent and force them into an alternate game plan just to avoid one Super Move. Use Captain Commando's Captain Storm Super Move, then rejuggle your opponent in the air after he has landed on the ground for over 15 hits!

### Assist Types

Ground
Anti-Air (recommended)
Expansion

### Launchers

Roundhouse Kick
↘ + Fierce Punch

### Special Moves

**Captain Fire (can also be done in air)**—↓ ↘ → + any Punch button (can also be done in air)
**Captain Corridor**—↓ ↙ ← + any Punch button
**Captain Kick**—↓ ↙ ← + any Kick button
**Captain Strike (Sho)**—↓ ↘ → + Short Kick
**Captain Strike (Genity)**—↓ ↘ → + Roundhouse Kick
**Captain Strike (Hoover)**—↓ ↘ → + Short Kick + Fierce Punch

### Super Moves

**Captain Sword**—↓ ↘ → + both Punch buttons
**Captain Storm**—↓ ↘ → + both Kick buttons

## MORRIGAN

Morrigan maintains her original chance sequences from the *Darkstalkers* series, but she is not strong or agile enough to hang with the likes of Dr. Doom, Storm, Sentinel or Cable. Try using Morrigan's Vernier Dash whenever possible to set up your opponent for a large combo.

### Assist Types

Anti-Air
Projectile
Balance (recommended)

### Launcher

↓ + Fierce Punch

### Special Moves

**Soul Fist**—↓ ↘ → + any Punch Button (can also be done in air)
**Shadow Blade**—→ ↓ ↘ + any Punch button (can also be done in air)
**Vector Drain**—↓ ↙ ← + any Punch button (misses from afar)
**Shell Kick**—↓ ↙ ← + any Kick button (can only be done in air)
**Shell Pierce**—↓ + Roundhouse Kick (can only be done in air)
**Air Dash**—→ → (can only be done in air)
**Vernier Dash (Upward)**—→ or press ↑ + both Punch buttons (can only be done in air)
**Vernier Dash (Downward)**—→ or press ↓ + both Punch buttons (can only be done in air)
**Flip Kick**—→ + Roundhouse Kick

### Super Moves

**Soul Eraser**—↓ ↘ → + both Punch buttons
**Darkness Illusion**—↓ ↘ → + both Kick buttons (can only be done in air)
**Silhouette Blade**—→ ↓ ↘ + both Punch buttons

## SERVBOT

A "joke" character with a couple of amazing moves. Servbot is only used by players who want to show off or just like to waste money. Sevbot's Super Moves are the only thing going for him. He takes way too much damage and can't dish out enough punishment to be a force. Servbot's Super Rush is the key. It causes more damage if it is blocked than if your opponent is actually hit by it! The King Kobun Super Move is invincible for a short period of time, making matters worse for those who underestimate this character from the *Mega Man Legends* series.

### Assist Types

Projectile
Anti-Air
Balance (recommended)

### Launchers

Fierce Punch
Roundhouse Kick

### Special Moves

**Kobun Fire**—↓ ↘ → + any Punch button (can also be done in air)
**Bull Mover**—↓ ↘ → + any Kick button
**Toshin**—↓ ↙ ← + Jab Punch
**Tsukami**—↓ ↙ ← + Fierce Punch
**Kuubaku**—↓ ↙ ← + any Kick button
**Exploding Paper**—↓ ↘ → + Taunt

### Super Moves

**Super Rush**—↓ ↘ → + both Punch buttons
**King Kobun**—↓ ↘ → + both Kick buttons

## ANAKARIS

The most underrated fighter in the game, Anakaris is an "experts-only" character. The majority of Anakaris' attacks do high damage and require good skills (at least by *Marvel vs. Capcom 2* standards!). Use Anakaris' Ouke no Sabaki Super Move and a combination of chair attacks from *Darkstalkers* to wear your opponent down.

**Assist Types**

Ground (recommended)
Throw
Variety

**Launcher**
↓ + Fierce Punch

**Special Moves**
**Mira Drop**—↓ ↘ → + any Punch button (can also be done in air)
**Cobra Blow**—Hold ← for two seconds, then → + any Punch button (can also be done in air)
**Falling Tombs**—↓ ↓ + any Punch or Kick button (can also be done in air)
**Ouke no Sabaki (can only be done in air)**—↓ ↘ → + any Kick button

**Super Moves**
**Pharaoh Magic**—Roundhouse Kick, Jab Punch, ↓, Short Kick, Fierce Punch (can also be done in air)
**Pharaoh Illusion**—Jab Punch, Jab Punch, →, Short Kick, Fierce Punch
**Pharaoh Cobra Blow**—←, → + both Punch buttons (can also be done in air)
**Hitsugi no Utage**—↓ ↓ + both Punch buttons (can also be done in air)

## DAN

Dan is fun to use! Torture your opponents with his jumping taunts! Shinkuu Gadou Ken them with the smallest projectile in the game! Yeah!

**Assist Types**

Projectile
Anti-Air
Variety (recommended)

**Launcher**
↓ + Fierce Punch

**Special Moves**
**Gadou Ken**—↓ ↘ → + any Punch button
**Kouryuu Ken**—→ ↓ ↘ + any Punch button
**Dankuu Kyaku**—↓ ↙ ← + any Kick button (can also be done in air)
**Premium Sign**—↓ ↘ → + any Kick button
**Zenten Chouhatsu**—↓ ↘ → + TAUNT
**Kouten Chouhatsu**—↓ ↙ ← + TAUNT
**Jump Chouhatsu (can only be done in air)**—TAUNT

**Super Moves**
**Shinkuu Gadou Ken**—↓ ↘ → + both Punch buttons
**Hisshou Burai Ken**—↓ ↙ ← + both Kick buttons
**Kouryuu Rekka**—↓ ↘ → + both Punch buttons
**Chouhatsu Densetsu** ↓ ↘ → ↓ ↘ → + TAUNT
**Otoko Michi** Fierce Punch, Short Kick, ←, Jab Punch, Jab Punch (requires three levels of your Super Meter)

## DHALSIM

Dhalsim is normally a slow character, and Capcom did not do much for him in *Marvel vs. Capcom 2* except give him a few decent counter combos and the ability to combo off of a jumping Short Kick drill. Make that your combination staple of choice. Otherwise, *Street Fighter* anti-air and well-timed limb toasting won't help you in *Marvel vs. Capcom 2*, the game in which anyone can jump at you!

**Assist Types**

Projectile (recommended)
Ground
Anti-Air

**Launchers**
Jab Punch, Jab Punch
Short Kick, Jab Punch

**Special Moves**
**Yoga Fire**—↓ ↘ → + any Punch button (air)
**Yoga Flame**—↓ ↙ ← + any Punch button
**Yoga Blast**—↓ ↙ ← + any Kick button
**Yoga Smash**—→ ↘ ↓ ↙ ← + Fierce Punch
**Yoga Teleport**—→ ↓ ↘ + any Punch button or Kick button (can also be done in air)
**Air Dhalsim**—↓ ↙ ← + both Kick buttons (can also be done in air)
**Head Drill**—In air, ↓ + Fierce Punch
**Kick Drill** In air, ↓ + any Kick button

**Super Moves**
**Yoga Inferno**—↓ ↘ → + both Punch buttons (can also be done in air)
**Yoga Strike**—↓ ↘ → + both Kick buttons

## FELICIA

Felicia is not as agile here as she is in the *Darkstalkers* series, but she has the ability to counter certain larger characters (Sentinel, Dr. Doom) during ground and super moves. Felicia's Hyper Sand Flash is her number one Super Move when countering direct air Super Moves from other characters.

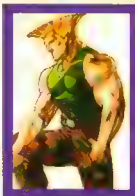
**Assist Types**

Explosion
Ground (recommended)
Variety

**Launcher**
Roundhouse Kick

**Special Moves**
**Rolling Buckler**—↓ ↘ → + any Punch button, then press Jab Punch, Fierce Punch or any Kick button
**Sand Splash**—↓ ↘ → + any Kick button
**Cat Spike**—→ ↓ ↘ + any Punch button
**Delta Kick**—→ ↓ ↘ + any Kick button (can also be done in air)
**Hell Cat**—→ ↘ ↓ ↙ ← + any Kick button (close)
**Pussy Slash**—← + Roundhouse Kick

**Super Moves**
**Dancing Flash**—↓ ↘ → + both Punch buttons
**Hyper Sand Splash**—↓ ↘ → + both Kick buttons
**Please Help Me**—↓ ↙ ← + both Kick buttons



## GUILE

Guile used to be known as one of the most technical characters in various *Street Fighter* games—until he warped to the dark side of the "vs." series! Guile can connect all of his Super Moves after any button. Try connecting his Sonic Hurricane after a two-hit crouching Roundhouse for easy damage.

**Assist Types**

Anti-Air
Projectile
Balance (recommended)

**Launcher**

↓ + Fierce Punch

**Special Moves**

**Sonic Boom**—Charge ← for two seconds, then → + any Punch button
**Somersault Kick**—Charge ↓ for two seconds, then ↑ + any Kick button
**Air Somersault Kick**—(in air) ↓, ↑ + any Kick button

**Super Moves**

**Sonic Hurricane**—↓ ↘ → + both Punch buttons
**Somersault Strike**—↓ ↙ ← + both Kick buttons
**Crossfire Assault**—(in air) ↓ ↘ → + both Kick buttons

## IRON MAN

Iron Man and War Machine are very tactical characters that rely on incessant flying maneuvers and the lone infinite combo! When your opponent is in the air, hold ↗, press Jab Punch, Short Kick, Fierce Punch and repeat!

**Assist Types**

Projectile
Anti-Air (recommended)
Variety

**Launcher**

Roundhouse Kick

**Special Moves**

**Unibeam**—↓ ↘ → + any Punch button (can also be done in air)
**Repulsor Blast**—→ ↘ ↓ ↙ ← + any Punch button
**Smart Bomb**—(in air) Press Short Kick + Fierce Punch simultaneously
**Air Iron Man**—↓ ↙ ← + both Kick buttons (can also be done in air)
**Missile**—Press Fierce Punch while crouching
**Knee Dive**—(in air) ↓ + Roundhouse Kick
**Directed laser**—(in air) ↘ + Fierce Punch

**Super Moves**

**Proton Cannon**—↓ ↘ → + both Punch buttons

## JIN

Jin from *Cyberbots* is similar to Amingo when it comes to combo execution. Use the jump-in Roundhouse Kick to Jab Punch for an easy method of random button combination excitement!

**Assist Types**

Expansion (recommended)
Anti-Air
Balance

**Launchers**

↘ + Fierce Punch
Jab Punch or Short Kick, Jab Punch

**Special Moves**

**Saotome Typhoon**—Charge ← for two seconds, then → and any Punch button
**Saotome Dynamite**—Charge ↓ for two seconds, then ↑ + any Punch button
**Saotome Crush**—→ ↘ ↓ ↙ ← + any Kick button (close)
**Saotome Fire**—Press TAUNT, then press any Punch button rapidly
**Saotome Diving**—(in air) press ↓ + Roundhouse Kick

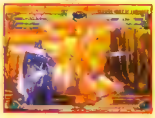
**Super Moves**

**Bloody Vulcan**—↓ ↙ ← + both Punch buttons
**Bloody Punch**—↓ ↘ → + both Punch buttons
**Saotome Cyclone**—↓ ↘ → + both Kick

## MAGNETO

Magneto is easily one of the best characters in the game. One sweep into the Magnetic Shockwave releases a massive amount of damage. Magneto has a deadly infinite that can easily garner over 100 hits on an opponent with a full energy bar. Use Magneto's Launcher, then press Jab Punch, Short Kick, Jab Punch, Short Kick, press ↗ + both Punch buttons to air dash, Jab Punch, Short Kick, Jab Punch, Short Kick, Hyper Gravitation, Magnetic Tempest, repeat!

**Assist Types**



Projectile
Capture (recommended)
Launcher

**Launcher**

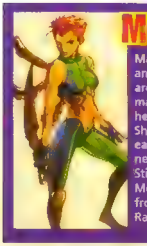
↓ + Fierce Punch

**Special Moves**

**EM Disruptor**—← ↙ ↓ ↘ → + any Punch button (can also be done in air)
**Hyper Gravitation**—→ ↘ ↓ ↙ ← + any Kick button (can also be done in air)
**Magnetic Force Field**—← ↙ ↓ ↘ → + any Kick button
**Magnetic Blast**—(in air) ↑ ↗ → + any Punch button
**Air Magneto**—↓ ↙ ← + both Kick buttons, (can also be done in air)

**Super Moves**

**Magnetic Shockwave**—↓ ↘ → + both Punch buttons
**Magnetic Tempest**—↓ ↘ → + both Kick buttons (can also be done in air)



## MARROW

Marrow is very annoying. Not many arcade gurus use her, mainly because of her annoying voice! She does have a few easy combos to connect from...and her Stinger Bones Super Move will connect from any Aerial Rave.

**Assist Types**

Projectile
Anti-Air
Expansion (recommended)

**Launcher**

↓ + Fierce Punch

**Special Moves**

**Boomerang**—↓ ↘ → + any Punch button (can also be done in air)
**Ride & Slash**—→ ↘ ↓ ↙ ← + any Punch buttons (can also be done in air)
**Slash**—↓ ↙ ← + any Kick button
**Towering Spine**—→ ↓ ↘ + any Punch button

**Super Moves**

**Stinger Bones**—↓ ↘ → + both Punch buttons
**Bone Burst**—↓ ↙ ← + both Punch buttons

## MEGA MAN

As a smaller character, Mega Man fares very well compared to the likes of Roll and Servbot—but he can't hold his own with the big boys in terms of strength and overall composition of gameplay factors. Because *Marvel vs. Capcom 2* has turned into a projectile festival, Mega Man's smaller projectiles just can't compete against random Viper Beams from Cable or the "projectile warriors" Magneto and Dr. Doom. Charge up your meter and use the Hyper Mega Man Super Move whenever possible.

### Assist Types

Projectile
Anti-Air
Balance (recommended)

### Launcher

Roundhouse Kick

### Special Moves

**Mega Buster**—Fierce Punch
**Charge Shot**—Hold and release Fierce Punch
**Item Kougeki**—↓ ↘ → + any Punch button
**Mega Ball**—↓ ↘ → + any Kick button
**Leaf Shield**—↓ ↙ ← + any Kick button
**Tornado Hold**—→ ↓ ↘ + any Kick button
**Rock Upper**—→ ↓ ↘ + any Punch button (can only be done in air)
**Sliding**—↓ + Roundhouse Kick

### Super Moves

**Hyper Mega Man**—↓ ↘ → + both Punch buttons (can also be done in air)
**Rush Drill**—↓ ↘ → + both Kick buttons
**Beat Plane**—↓ ↙ ← + both Kick buttons

## ROGUE

Rogue is mostly unchanged from her *X-Men vs. Street Fighter* days; now, as an assist character, she can set up some truly sick combination attacks. Use her Dash Assist Type to set up crazy Aerial Raves with other characters, including infinites that must be done in the air with Blackheart, War Machine and Iron Man!

### Assist Types

Anti-Air
Dash (recommended)
Throw

### Launchers

Roundhouse Kick
↓ + Fierce Punch

### Special Moves

**Repeating Punch**—↓ ↘ → + any Punch button (can also be done in air)
**Power Drain**—↓ ↙ ← + any Kick button (can also be done in air)
**Rising Repeating Punch**—→ ↓ ↘ + any Punch button
**Power Dive Punch**—→ ↓ ↘ + any Kick button, press any Kick button

### Super Moves

**Goodnight, Sugar!**—↓ ↘ → + both Punch buttons

## ROLL

Team up Roll with Mega Man and Servbot to embarrass yourself in every arcade across the country! Well, at least Roll's Rush Drill can push your opponent into the corner and set them up for...absolutely nothing. Roll does not have much to exploit, nor does she have the block damage luxury that Servbot maintains. Avoid her, unless you are desperately bored.

### Assist Types

Projectile
Variety
Balance (recommended)

### Launcher

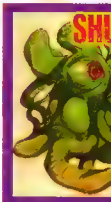
Roundhouse Kick

### Special Moves

**Roll Buster**—↓ ↘ → + any Punch button (can also be done in air)
**Item Kougeki**—↓ ↙ ← + any Punch button
**Megaball**—↓ ↘ → + any Kick button
**Leaf Shield**—↓ ↙ ← + any Kick button
**Tornado Hold**—→ ↓ ↘ + any Kick button
**Hanataba Bakudan**—→ ↓ ↘ + any Punch button (can also be done in air)
**Sliding**—↓ + Roundhouse Kick

### Super Moves

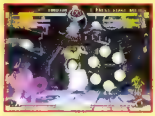
**Hyper Roll**—↓ ↘ → + both Punch buttons (can also be done in air)
**Rush Drill**—↓ ↘ → + both Kick buttons
**Beat Plane**—↓ ↙ ← + both Kick buttons (can also be done in air)



## SHUMA-GORATH

Shuma is not the beast it once was back in the hazy days of *Marvel vs. Street Fighter*. However, it still maintains a decent mix-up game and can fool your opponent quite often with a combination of Mystic Stares and Mystic Smashes.

### Assist Types



Projectile
Expansion
Balance (recommended)

### Launcher

↘ + Roundhouse Kick

### Special Moves

**Mystic Stare**—Charge ← for two seconds, then → + any Punch button
**Mystic Smash**—Charge ← for two seconds, then → + any Kick button (can also be done in air)
**Devitalization**—→ ↘ ↓ ↙ ← + any Kick button
**Sekika**—(in air) ↓ + Roundhouse Kick

### Super Moves

**Chaos Dimension**—↓ ↘ → + both Punch buttons (uses Level 3 of your Super Meter)
**Hyper Mystic Smash**—↓ ↘ → + both Kick buttons

## SILVER SAMURAI

Silver Samurai is extremely complicated to use, mainly because his moves rely on countering his opponent's actions more than setting up an offensive strategy (much like Bishamon from the *Darkstalkers* series). If you rely on attacking, use Shurikens from afar and Endless Slashes when close; this should keep your opponent busy while you wait for a mistake that will leave him or her open for the wide variety of Super Moves Silver Samurai has to choose from.

### Assist Types

Anti-Air
Projectile
Balance (recommended)

### Launcher

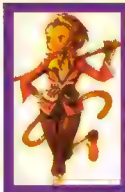
↓ + Fierce Punch

### Special Moves

**Shuriken**—↓ ↘ → + any Punch button (can also be done in air)
**Hyakuretsu Tou**—→ ↓ ↘ + any Punch button (tap Punch or Kick rapidly)
**Fumikomi Hyakuretsu Tou**—→ → during Hyakuretsu Tou
**Endless Slashes**—Jab Punch repeatedly
**Low Slash**—Press Fierce Punch, Fierce Punch

### Super Moves

**Chou Shuriken**—↓ ↘ → + both Punch buttons
**Raimei Ken**—↓ ↘ → + both Kick buttons
**Touki "Koori"**—↓ ↙ ← + any Kick button
**Hyouga Ken**—↓ ↘ → + both Kick buttons after Touki "Koori"
**Touki "Kaminari"**—↓ ↙ ← + any Punch button
**Touki "Honoo"**—↓ ↙ ← + Roundhouse Kick
**Homura Ken**—↓ ↘ → + both Kick buttons after Touki "Honoo"



## SONSON

Earlier arcade versions of *Marvel vs. Capcom 2* had a bug that would freeze the game after Sonson performed her POW Super Move. Imagine if that had been left in the final version! Sonson's Heal Aware spits out a fruit that will partially replenish one of your team members' health meter; exploit this whenever necessary.

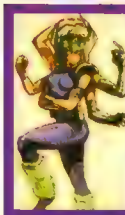
**Assist Types**

Heal (recommended)
Projectile
Anti-Air

**Launchers**
↘ + Fierce Punch
↘ + Roundhouse Kick

**Special Moves**
**Fuusetsu Zan**—Tap Punch rapidly (can also be done in air)
**Shienbu**—↓ ↘ → + any Punch buttons (can be done in air)
**Seiten Rengeki**—→ ↓ ↘ + any Punch buttons (can be done in air)
**Kingin no Hisago**—→ ↘ ↓ ↙ ← + any Punch button
**Ground Crawl**—← ↙ ↓ ↘ → + any Kick button
**Wall Climb**—↓ ↙ ← + any Kick button
**Wall Climb Jump**—Press any Punch button during Wall Climb
**Wall Climb Kick**—Press any Kick during Wall Climb

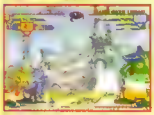
**Super Moves**
**Tenchi Tsuukan**—↓ ↘ → + both Punch buttons (can also be done in air)
**POW**—↓ ↘ → + both Kick buttons
**Enough**—↓ ↙ ← + both Kick buttons
**Monkey Punch**—Press Jab Punch during Enough
**Monkey Uppercut**—Press Fierce Punch during Enough
**Monkey Fire Breath**—Press any Kick button during Enough



## SPIRAL

Spiral's entire game plan revolves around her ability to run away, replenish her Dancing Swords and keep hurling them until your opponent becomes frustrated (or your hands get tired). A good Spiral, teamed with Doom (Anti-Air assist) and Cable (Projectile assist) rounds out one of the top three teams in the game. On impact, Spiral can teleport behind her opponent and unleash her Metamorphosis Super Move at will.

**Assist Types**

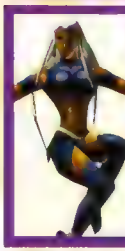


Projectile
Variety
Ground (recommended)

**Launcher**
↓ + Roundhouse Kick

**Special Moves**
**Six-Hand Grapple**—→ ↓ ↘ + any Punch button (can also be done in air)
**Dancing Sword**—→ ↘ ↓ ↙ ← + any Punch button, throw swords with LP (can also be done in air)
**Tsurugi Tobashi: Forward**—↓ ↘ → + Jab Punch after Dancing Sword (can also be done in air)
**Tsurugi Tobashi: Upward**—↓ ↘ → + Fierce Punch after Dancing Sword (can also be done in air)
**Tsurugi Tobashi: Circular**—↓ ↘ → + Short Kick after Dancing Sword (can also be done in air)
**Teleport Dance**—↓ ↙ ← + Short Kick, hold any Punch or Kick button (can also be done in air)
**Dance**—(in air) ↓ ↙ ← + Roundhouse Kick

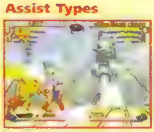
**Super Moves**
**Stampede Sword**—↓ ↘ → + both Punch buttons
**Power Dance**—↓ ↘ → + both Kick buttons (can also be done in air)
**Speed Dance**—↓ ↙ ← + both Kick buttons (can also be done in air)
**Metamorphosis**—↓ ↙ ← + both Punch buttons, grab opponent with any Punch button when close (can also be done in air) (requires at least three levels of your Super Meter)



## STORM

Storm is a top-tier character, no question. What she lacks in Special Moves is made up for in speed, the overall confusion factor and her Lightning Storm Super Move.

**Assist Types**



Heal (recommended)
Projectile
Anti-Air

**Launchers**
↓ + Fierce Punch
↘ + Roundhouse Kick

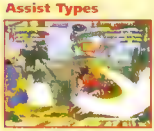
**Special Moves**
**Whirlwind**—↓ ↘ → + any Kick button (can also be done in air)
**Double Typhoon**—→ ↘ ↓ ↙ ← + any Kick button (can also be done in air)
**Lightning Sphere**—(in air) ↓ ↙ ← + any Punch button
**Lightning Attack**—Short Kick + Fierce Punch simultaneously (can also be done in air)
**Flying Storm**—↓ ↙ ← + both Kick buttons, (can also be done in air)

**Super Moves**
**Lightning Storm**—↓ ↘ → + both Punch buttons (can also be done in air)
**Ice Storm**—↓ ↙ ← + both Punch buttons

## STRIDER

Strider has changed slightly from his *Marvel vs. Capcom* domination days, but his Ouroboros Super Move and exploitable Aerial Rave combos are too much for many players to handle without a good counter character such as Cable to take him out.

**Assist Types**



Heal (recommended)
Projectile
Anti-Air

**Launchers**
↓ + Fierce Punch
↘ + Roundhouse Kick

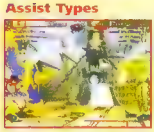
**Special Moves**
**Ame no Murakumo**—↓ ↘ → + any Punch button
**Excalibur**—(in air) ↓ ↘ → + any Punch or Kick button
**Air Hiryu**—(in air) → ↓ ↘ + any Punch button
**Gram**—→ ↓ ↘ + any Punch or Kick button
**Warp**—← ↓ ↙ + any Punch or Kick button
**Vajra**—↓ ↙ ← + any Kick button
**Formation A**—↓ ↘ → + any Kick button
**Formation B**—Charge ← for two seconds, then → + any Punch
**Fire**—Charge ← for two seconds, then → + any Punch (can also be done in air, and immediately following Formation B
**Formation C**—Charge ← for two seconds, then → + any Kick
**Heki Hari Tsuki**—↓ ↙ ← + any Punch button

**Super Moves**
**Ragnarok**—→ ↓ ↘ + both Punch buttons
**Ouroboros**—↓ ↘ → + both Punch buttons
**Legion**—↓ ↘ → + both Kick buttons

## THANOS

Thanos is a very strong and under-used character. Combine his Gauntlet Power Super Move after a Titan Crush; this will not connect, it will merely fool your opponent, leaving him open for the Gauntlet Power to connect.

**Assist Types**



Capture (recommended)
Dash
Launcher

**Launchers**
↓ + Fierce Punch

**Special Moves**
**Titan Crush**—↓ ↘ → + Punch (can also be done in air)
**Death Sphere**—↓ ↘ → + any Kick

**Super Moves**
**Gauntlet Power**—↓ ↘ → + both Punch buttons
**Gauntlet Reality**—↓ ↙ ← + both Punch buttons
**Gauntlet Space**—↓ ↘ → + both Kick buttons
**Gauntlet Soul**—↓ ↙ ← + both Kick buttons

## TRON BONNE

Tron Bonne is one of the strongest characters in the game. One Bonne Strike cancelled into a Chuushoku Rush Super Move emits 56% damage and more than 50 hits for doing just two moves!

**Assist Types**

Throw (recommended)
Anti-Air
Projectile

**Launcher**
↓ + Fierce Punch

**Special Moves**
**Shiki Dan**—↓ ↘ → + any Punch button
**Bonne Strike**—↓ ↘ → + any Kick button (can also be done in air)
**Kobun Launcher**—→ ↓ ↘ + any Punch button
**Boulder Throw**—Roundhouse Kick

**Super Moves**
**Chuushoku Rush**—↓ ↘ → + both Punch buttons
**King Kobun**—↓ ↙ ← + both Punch Buttons

## M. BISON

None of M. Bison's moves connects normally into any one Super Move, making him a highly skilled character to master effectively. Once a "charge" character, it is interesting to see M. Bison's Double Knee Press and Psycho Shot triggered by standard motions. Use his Psycho Crusher if you are trapped in the corner. This will allow you to safely avoid a possible counterattack because of quick recovery time allotted from this move.

**Assist Types**

Projectile
Variety (recommended)
Expansion

**Launcher**
↓ + Fierce Punch

**Special Moves**
**Psycho Shot**—← ↙ ↓ ↘ → + any Punch button
**Psycho Field**—→ ↘ ↓ ↙ ← + any Punch button
**Double Knee Press**—← ↙ ↓ ↘ → + any Kick buttons (can also be done in air)
**Teleport**—→ ↓ ↘ + any Kick button (can also be done in air)
**Head Press**—Charge ↓ for two seconds, then ↑ + any Kick (can also be done in air)
**Head Press to Skull Diver**—Press any Punch button during Head Press
**Somersault Skull Diver**—Charge ↓ for two seconds, then ↑ + any Punch button (can also be done in air)
**Air Bison**—↓ ↙ ← + both Kick buttons (can also be done in air)

**Super Moves**
**Psycho Crusher**—↓ ↘ → + both Punch buttons (can also be done in air)
**Psycho Explosion**—↓ ↙ ← + both Punch buttons
**Knee Press Nightmare**—↓ ↘ → + both Kick buttons

## WAR MACHINE

War Machine and Iron Man are very tactical fighters who rely on incessant flying maneuvers and the lone infinite combo! When your opponent is in the air, hold ↗ and press Jab Punch, Short Kick, Fierce Punch and repeat!

**Assist Types**

Projectile (recommended)
Anti-Air
Variety

**Launcher**
Roundhouse Kick

**Special Moves**
**Shoulder Cannon**—↓ ↘ → + any Punch button (can also be done in air)
**Ground Cannon**—Press Fierce Punch while crouching
**Repulsor Blast**—→ ↘ ↓ ↙ ← + any Punch button
**Smart Bomb**—(in air) Press Short Kick + Fierce Punch simultaneously
**Air Iron Man**—↓ ↙ ← + both Kick buttons (can also be done in air)
**Knee Dive**—(in air) ↓ + Roundhouse Kick
**Directed Laser**—(in air) ↘ + Fierce Punch

**Super Moves**
**Proton Cannon**—↓ ↘ → + both Punch buttons
**War Destroyer**—↓ ↘ → + both Kick buttons

## WOLVERINE

(Adamantium claws)

This is the toned-down "new style" Wolverine who first appeared in *Marvel Super Heroes vs. Street Fighter*. He doesn't have the connecting combos of his counterpart, "Bone Claws" Wolverine (see below).

**Assist Types**

Ground
Launcher
Variety (recommended)

**Launcher**
Roundhouse Kick

**Special Moves**
**Berserker Barrage**—↓ ↘ → + any Punch, tap Punch repeatedly
**Berserker Slash**—↓ ↙ ← + any Punch button
**Tornado Claw**—→ ↓ ↘ + tap Punch repeatedly
**Drill Claw**—Short Kick + Fierce Punch (can also be done in air)

**Super Moves**
**Berserker Barrage X**—↓ ↘ → + both Punch buttons
**Berserker Charge**—↓ ↘ → + both Kick buttons
**Weapon X**—→ ↓ ↘ + both Punch buttons
**Fatal Claw**—→ ↓ ↘ + both Kick buttons (can also be done in air)

## WOLVERINE

(bone claws)

Unlike the Adamantium skeleton Wolverine seen above, this version plays just like the original Wolverine last seen in *X-Men vs. Street Fighter*! Fans of the crazy-tactical Wolverine from back in 1996 can rejoice over his jubilant return. Of course, the omission of his major infinite combos and ability to connect a Berserker Barrage X from any normal move have been omitted. Beware, Wolverine players: The road to the top is not with Wolverine.

**Assist Types**

Expansion (recommended)
Anti-Air
Dash

**Launcher**
Roundhouse Kick

**Special Moves**
**Berserker Barrage**—↓ ↘ → + any Punch, tap Punch repeatedly
**Tornado Claw**—→ ↓ ↘, tap Punch repeatedly
**Drill Claw**—Short Kick + Fierce Punch (can also be done in air)

**Super Moves**
**Berserker Barrage X**—↓ ↘ → + both Punch buttons
**Weapon X**—→ ↓ ↘ + both Punch buttons

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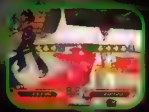
# Bust A Groove 2

Yo dawgz an' shortys in da house, ...Bust A Groove® is back and illin! Peep da phat infect-shoouz thumpin' beatz, as you groove da moves of Heat, Hiro, Kelly or any of da uther fifteen superfly cats in diz pulzing dancin' flava jam. With lotz mo ill twists and spins like de 'Apple Jack', 'Helicopter', 'Six Step', and da 'Turtle', Bust A Groove 2 iz all that. Get hip to Bust A Groove 2.



# CAUTION SEAMAN™

Dreamcast

by Chris Bieniek

*Good morning! Welcome to the laboratory of Jean-Paul Gasse. I'm Leonard Nimoy, and I've been chosen by Sega of America to bring you startling new information about the new Sega Dreamcast game called* Seaman. *It seems that the editors of* Tips & Tricks *magazine have recently unearthed several pages of Dr. Gasse's handwritten notes regarding the care and development of the Seaman species. This previously unseen information has been organized into the next few pages to help you create the proper environment in which your own Seaman will...er, live long and prosper. So let us head over to the tank...*

## STUFF YOU SHOULD KNOW

• The conversations you will have with Seaman are really the focus of the game, and there are no right or wrong answers to the questions that he asks. That being the case, the object of this strategy guide is simply to help you to keep Seaman alive and healthy for as long as possible...because as you might expect you can't converse with a dead Seaman.

• It's extremely important to listen carefully to what Nimoy says each time you return to the lab. He'll tell you almost everything you need to know about basic Seaman care. The only thing he won't tell you is if the creatures in the tank are having more than one problem. That is, if he tells you that "they are suffering from the cold," that's just their most immediate need—it doesn't mean that nothing else is wrong. They may also be hungry and/or lacking oxygen, so be sure to check out the habitat thoroughly.

• It may seem confusing at first, but whenever you have several Gillmen (or Podfish, or Frogmen) in the tank at the same time, it doesn't matter which one you speak to, since they all share the same knowledge that any one of them has acquired.

• Like a Tamagotchi, Seaman appears to live and grow even while the Dreamcast is turned off and you're not watching him. However, to keep you from losing track of his development, the major events in Seaman's evolution will not occur unless you are watching. This is the key to maintaining your own social life while

you try to keep up with Seaman's care. Seaman's status in your saved game will not change until you start to play and the game checks the Dreamcast system clock and the VMU clock against the date and time of your last save. If it determines that you haven't looked in on the lab for a week, you'll probably find that all of the creatures are freezing, starving, dehydrated, suffocated or long dead. Conversely, if you're sick of talking to Seaman and you want him to evolve more quickly, you can "cheat" the clock and get full-grown Frogmen in just a day or two of real time. Simply turn on the Dreamcast without the Seaman disc in place and check the date and time of your last Seaman VMU save. Set the Dreamcast system clock to be about 12 hours after that save time and set the VMU clock to match the system clock. Now when you start to play—regardless of whether you've neglected Seaman for days or just saved two minutes ago—the game will think that 12 hours have passed since your last save.

• The Storage Matrix is an important part of maintaining a balanced environment, both in the tank and in the cage. Note that Larvae, Kimoths and seeds can be held in the matrix for an indefinite period of time.

• If you interrupt Nimoy's speech at the beginning of a session by pressing START, he will usually make a coughing sound or sarcastic comment to let you know that you are being rude. Try it just as he's finishing up his speech ("So let us head over to the tank") so you don't miss anything important.

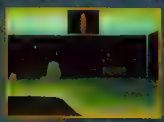
## SEAMAN EVOLUTION

## SEAMAN DOS, DON'TS AND DON'T BOTHERS

**DO...**give honest answers to Seaman's questions when he asks them. He will eventually try to shock you by referring to details about your personal life that you may have forgotten you told him about.

**DO...**tickle Seaman by pointing to him and rapidly tapping the X button. He will eventually start to rock back and forth and beg you to stop...but the important thing is that tickling him leaves a smile on his face.

**DO...**talk to Seaman as often as possible, even if he's not talking back. The more you talk to him, the faster he will evolve.



**DO...**take a few seed pods from the cage and drop them into the water tank; they will grow into plants that improve Seaman's environment.

**DON'T...**feed Seaman unless he's begging for food. Conservation of food is one of the game's trickiest tasks; there's nothing sadder than watching these creatures die because you wasted their food or couldn't figure out how to get more of it.

**DON'T...**take the dark blue colored Larvae out of the cage; these rare creatures evolve into special orange colored Kimoths which are essential to the reproduction of new eggs.

**DON'T...**take all of the Larvae out of the cage; you need to leave some behind so they will grow into Kimoths and lay fresh eggs.

**DON'T...**put the spider in the tank after Seaman reaches the Frogman stage; he will eat the spider and become very sick! Note: If you are DESPERATELY low on food, you may want to consider feeding one of the Frogmen a spider on purpose, because when he's sick he won't eat for a few days. However, this is a cruel solution to an avoidable problem; it's not nice to punish Seaman because of your own inability to maintain a proper food supply.

**DON'T...**forget to keep the moisture level in the cage as high as possible at all times. Nimoy won't warn you about this because it's not an immediate threat to Seaman's survival, but when you run out of food you'll wish he had.

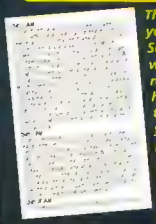
**DON'T BOTHER...**trying to keep the Seamen from killing each other; the process of natural selection is a necessary evil.

**DON'T BOTHER...**dropping Kimoths into the tank when it's filled with water; they'll just get stuck in the water and die. You can feed Kimoths to the Frogmen after the tank is drained, but there's always a risk that the Kimoths will die in the small pool of water that's left over.

**DON'T BOTHER...**trying to talk to Seaman when he's hungry; he's got a real one-track mind when it comes to food.

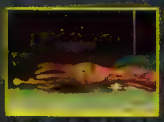
**DON'T BOTHER...**talking to the Kimoths, Larvae, spider or Leonard Nimoy; they're not listening.

## CALENDAR OF EVENTS: THE SEAMAN DIARY



*The following is a day-by-day recap of what you can expect to happen if you raise your Seaman properly and the approximate days when major events will occur. Note: Your results will surely vary! Depending upon how well you treat Seaman and how much time you spend with him during each visit, you will notice that certain events will take place on different days or in a different order from the sequence of events shown here. Don't panic; these are simply guidelines with some tips to keep your Seaman going strong:*

*If you're wondering how often you should check on Seaman, the answer is easy to figure out. If you visit only once per day, it's very difficult to maintain the proper environments. (For example, if you forget to spray the cage just once, the result is that the Larvae and plants will go 48 hours without the moisture they need to survive.) On the other hand, if you visit three times a day or more, Nimoy will let you know that such frequent visits are not necessary. Two visits per day is the perfect compromise...and if your life is organized enough to allow you to visit at the same times each day, Nimoy will always compliment you (e.g. "You're doing a good job!"). Remember that you can adjust the Dreamcast system clock and the VMU clock to trick Seaman into thinking that you're visiting regularly (see "Stuff You Should Know").*

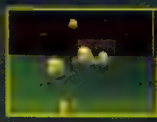


### Day 1 AM

Prepare the tank by turning the oxygen flow up to 100% and activating the heater until the temperature is between 15 and 20. Drop the egg into the tank and wait for the Mushroomers to hatch; there will usually be eight of them. Tap the Nautilus' shell with the **R** button until it starts to move around and eat the Mushroomers. It must eat at least four in order for them to evolve; if you lead the Mushroomers to it by tapping on the glass at strategic places, you can get the Nautilus to eat as many as six of them. After thrashing around and bleeding for what seems like an eternity, the Nautilus will die as Gillmen burst out of it; the number of Gillmen will equal the number of Mushroomers that were eaten by the Nautilus.

### Day 1 PM

The Gillmen are cute; you can tickle them to make them smile. They're not speaking English yet, but you should still speak to them so they can get used to the language. By the end of the first day you may see one of the Gillmen sneak up beneath and attach his tentacle to another; you'll hear a sickening "gloop, gloop" sound as they drink each other's blood, leaving the drained corpse to decompose along with the remaining Mushroomers.



### Day 2 AM

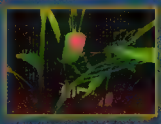
At some point during the second day, the Gillmen will begin to speak English. Now you can really start to interact with them via the microphone. But don't get too attached, because...

### Day 2 PM

...they will also continue to suck each other's blood until there are only two left. You're lucky if their ranks are thinned before they start to speak intelligibly; if not, you might hear those innocent little Gillmen call out, "What's happening?" in voices that tremble with fear as their siblings drain the life out their bodies. Yep, *Seaman* can be quite the disturbing game.

### Day 3 AM

By the third day the Gillmen's voices should change to a lower register. They will also begin to ask you basic questions about your age and gender. Answer honestly and don't forget to tickle them to give them funny little grins.



**Day 3 PM**

Around this time the Gillmen should start to ask for food. Feed them one pellet each and no more...and don't forget to duck when they fling their feces at you! They will eventually tell you about an adjoining cage in the laboratory where you can find four eggs. Spray water in the cage until it reaches 100% humidity and keep it up high for the rest of the game. The eggs will hatch into Larvae with grotesque little Seaman faces.

**Day 4 AM**

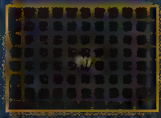
Now the Gillmen will expect to be fed every day, usually twice, and they're flinging healthy poops, too. You can give them a Larvae for a treat or keep using up the pellets; two pellets seem to be equal to one Larvae in terms of how filling they are. In the cage, you should see at least one Larvae that has entered the Pupa (cocoon) stage.

**Day 4 PM**

You will probably have a Kimoth flying around the cage by now; keep the moisture level high so the plants will be healthy and the Larvae will have enough to eat before they enter the cocoon stage. The Gillmen are hungry again so don't mess around!

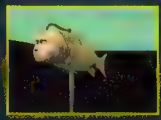
**Day 5 AM**

Look for some new eggs in the cage and keep an eye out for one of them to hatch into the special blue Larvae. Seaman should have asked you tons of questions by now; he's gathering Zodiac data about you and your immediate family.



**Day 5 PM**

You may have to look hard to spot him, but by the end of Day 5 you should have an intruder in the cage. A tiny spider can be seen scurrying around, scavenging for food. You can pick him up and drop him in the water tank to get rid of him, but it doesn't really hurt to let him go about his business, as he will become an important part of the cage's environment before long.



**Day 6 AM**

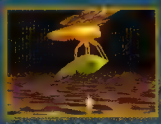
Continue to speak to Seaman and answer all of his nosy questions about your family and your self-image; it's the only way to get him to progress to the next stage of his growth. Also around this time, Nimoy will instruct you on how to give Seaman a name. Doing so is an important part of the evolutionary process; almost immediately, you will see the "named" creature change color.

**Day 6 PM**

By the end of the sixth day you will find that the spider has spun an elaborate web in the corner of the cage. Occasionally, a Kimoth will get tangled in the web and become a victim to the spider's appetite; you'll see the Kimoth's corpse fall to the ground when the spider is finished feasting on the good bits. This sounds like a bad thing, but the fact is that the cage can only hold a limited number of life forms; without the natural life cycle claiming a few Kimoths, you'd never see any new eggs hatching into Larvae.

**Day 7 AM**

Gillman has a regular routine by now; eating, talking, pooping. You should definitely have one of the special blue Larvae into the cocoon stage by now; the Larvae will cocoon themselves after eating a bunch of leaves and the ones that do so will be noticeably larger than newly-hatched Larvae.



**Day 7 PM**

Look for the orange Kimoth to have hatched before the end of the seventh day. Don't worry, it won't get caught in the spider's web until it has lived for at least a few days. The Kimoths seem to know when their time is up; you can actually use the hand icon to pluck them out of the web before the spider eats them, but they will always fly right back into the web as if they wish to demonstrate their willingness to accept fate.

**Day 8 AM**

Around the eighth day, Nimoy will tell you to look for a change in the Gillmen's appearance. Sure enough, they're starting to grow tiny legs.

**Day 8 PM**

As the Gillmen's legs continue to grow, they will ask more and more nosy questions about your self-image and your perception of what other people think about you. You'll probably see the spider getting more than his fair share of crunchy Kimoth dinners by this time, too.

**Day 9 AM**

By Day 9, your conversations with Seaman will become incredibly lopsided, due to the limited voice recognition and to the fact that Seaman has nothing better to do than float around, thinking deep thoughts. He'll launch into ten-minute rants about self-esteem, existentialism, 21st-century technology, etc.—and about all you can say is "Want food?" and "Good boy!"

**Day 9 PM**

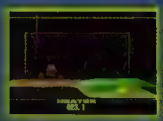
If things seem to be progressing at a slow pace, don't worry; the game is about to take a bizarre turn. Just try to be nice to Seaman and maintain both the cage and tank environments properly. If your orange Kimoth gets caught in the web—and you're quick enough—you can save its life by grabbing it and dropping it into the storage matrix. After it eats enough of the ordinary yellow Kimoths, the Spider will eventually die and the web will dissolve; then it's safe to put the orange Kimoth back in the cage.

**Day 10 AM**

Just when you thought it was safe to look in on your virtual pet, you'll see the two remaining Gillmen mate in a fashion not unlike the way many mammals do it. Stranger still, the "male" ends up dead while the impregnated "female" carries on as if nothing at all happened. In one game, I watched the spent Gillman's corpse float up to the top of the tank as his partner turned to the screen and asked, "So, do you have a computer?"

**Day 10 PM**

After the shocking reproductive act is completed, Nimoy will refer to the survivor as a Podfish and announce that it's time to modify the tank environment by draining the majority of its water. To do so, you need to "grab" the large rock in the tank with the **X** and **R** buttons and pull it to the left while the Podfish pushes it. Unfortunately, there are two reasons why you might not be able to drain the tank in one session. First, Seaman refuses to help you push the rock unless you first answer silly trivia questions with tricky answers (e.g. "Bony fingers"). Second, Seaman gets tired between attempts and wants to rest; it will take three or four good pushes before the rock has cleared the drain.



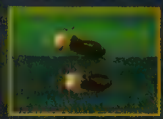
**Day 11 AM**
You should have the tank drained by now; only a small reservoir of water remains at the right side of the tank. At this stage, the proper temperature of the tank should be between 20 and 25 degrees.

**Day 11 PM**
Nimoy makes no bones about what's going to happen next: the pregnant Podfish, he explains, is about to give birth. Relax; there's not much you can do while you wait. Just maintain the tank's heat and the cage's moisture while you listen to Seaman's long, rambling monologues about e-mail and the Internet.

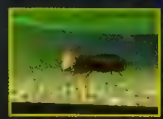
**Day 12 AM**
"Ah, the sweet ground," exclaims the Podfish as he crawls onto dry land. Unfortunately, he's at the end of his life cycle; hope you didn't get too attached. After some labored grunting, he will deliver as many as six eggs...then die.

**Day 12 PM**
The eggs will all hatch into Tadmen, which are not only capable of perfect English but have also retained all of the memories of the late Podfish...so you can carry on conversations immediately without even having to introduce yourself. You may want to turn the light down before you leave for the night, as the Tadmen have had a busy day and are quite tired.

**Day 13 AM**
You'll find that the Tadmen are just as chatty as the Podfish. Keep them talking—they'll go on and on about "that four-eyed guy in Seattle" and how they believe that language is "the greatest tool of all," which is no surprise coming from a creature without opposable thumbs.

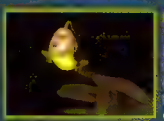


**Day 13 PM**
The cruel circle of life continues ever onward as the Tadmen ruthlessly sneak up on their siblings to drain each other's blood. The only good thing about this barbaric practice is that they're extremely well nourished by the family plasma; from the death of the Podfish to the evolution of the Tadmen into Frogmen, you may go up to six days before anybody asks for a meal. By that time you'll have so much food in the cage that you'll probably be keeping a surplus of Larvae and Kimoths in the storage matrix.



**Day 14 AM**
Nimoy may not tell you to do this like he did before, but you should give one of the Tadmen a name by using the same method you used for naming the Podfish. As before, the named creature will change color to reflect his/her new status. You might also notice that all of the Tadmen are beginning to grow tiny arms and legs.

**Day 14 PM**
It's the end of the second week, and if everything is going as described so far, your Tadmen should have killed off enough of their brothers and sisters so that there are only two remaining. If the Tadman that you gave a name to is killed, be sure to name another one.



**Day 15 / Day 16**
You'll spend the next two days watching the Tadmen evolve as their arms and legs grow long and their tails shorten. Be prepared to answer a lot of questions about your musical tastes, other game systems you may own, the city you live in and the places you've traveled to...and remember that evolution happens faster if you keep up the chatter.

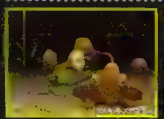
**Day 17 AM**
I had my worst session ever with a pair of Tadmen who were just about to evolve into Frogmen. They weren't hungry, they didn't want to talk, they barely responded to tickling. As with the Gillmen, things can get very quiet in the last hours of an evolutionary phase.

**Day 17 PM**
By now the Tadmen are almost human-like, with very long legs and arms with elbows. To complete their evolution into Frogmen, they both walk out of the reservoir and begin to live on land. You'll actually hear them make frog-like croaking sounds as their necks bulge outward! Most importantly, they will tell you about a sprinkler system which has taken the place of the air filtration unit in the tank. You'll want to keep the humidity level up at 100%, just like in the cage.

**Day 18 AM**
Now that they're at the Frogman stage, the creatures will FINALLY ask for food. Frogmen have the most diverse diets thus far; they will even eat Kimoths, snatching them with their long tongues as the Kimoths come to rest on the rocks in the tank. Use the R button to lure both Frogmen to the left side of the tank—away from the water—before feeding them a Kimoth; this reduces the risk of the Kimoth falling in the water, where it will go to waste. (The same is true of the food pellets, if you happen to have any left.)

**Day 18 PM**
***Warning: Do NOT drop a Spider into a tank with Frogmen!*** Eating a Spider will make a Frogman very sick, leaving him cranky and listless with a shocking red rash across his face. However—as explained under "Seaman Dos, Don'ts and Don't Bothers"—there may be a good reason for doing this. And if you're lucky, you might also get to see the sick Frogman angrily flip his partner over just for getting in his way as he mopes around the tank!

**Day 19 / Day 20**
The next few visits will be spent answering Seaman's probing questions about politics and nursing your sick Frogman back to health, if you have one. You may see either or both Frogmen sneezing or wiping their noses on their "sleeves," but this is often just a reaction to a habitat with a temperature that's dropped too low.



**Day 21**
More action as the two Frogmen decide to mate; you'll see one caress the other before they connect their forehead tentacles together and exchange whatever inhuman substances are passing through those things. Fortunately, nobody dies; in fact, the experience seems to leave Seaman in an enlightened state with clear memories of his shocking past! You may not believe the wild tale he tells you, but you can't resist helping him to jump and grab that mysterious ring that's been hanging from the top of the tank since the game began. How many attempts will he make before he finally gets it...and what happens when he does? Only Dr. Gasse knows, but it's your turn to find out!

# Valkyrie Profile

by Charlotte Chen

# VALKYRIE PROFILE

*Valkyrie Profile* is an action/RPG by Enix that deftly integrates 2-D and 3-D with a Norse mythology slant. The 2-D action is a refreshing change from other RPGs where you randomly encounter enemies on a large 3-D map. Instead, you go through dungeons with a side view that allows you to see your enemy coming. In the 3-D mode, you can use various godly abilities like booting your recruits into heaven or making new places appear on the world below. Although many hardcore fans of the *Dragon Quest* (a.k.a. *Dragon Warrior*) series are still awaiting the arrival of the seventh installment in the United States, the two-disc *Valkyrie Profile* should at least whet, if not sate their appetite for an Enix role-playing game.

## Spiritual Concentration

When Valkyrie is flying in 3-D mode, she can use the skill "Spiritual Concentration." To do so is to use her telepathic powers to hear the humans in the next town she wants to go to...or to find dungeons where her peons may be trained. This is the only way to progress in the game, so perform Spiritual Concentration whenever you're not sure where to go next

## Divine Item, Materialize Points, Transmute and Convert MP

*Valkyrie Profile* has a unique system in which you divine items out of thin air. This process of divination requires Valkyrie to spend Materialize Points, which operate like cash. It costs a certain amount of Materialize Points to create an item, and more valuable items require more Materialize Points. There are two ways in which Valkyrie can earn more Materialize Points. One is to use the "Convert MP" function to resolve an item back into Materialize Points at half their value, much like selling back your items at a store. The other method is to be granted Materialize Points after each Chapter. Depending on how well you're performing in the game, Freya will give you more or less Materialize Points. It is also possible to create items through the "Transmute" function, which turns one item into another. Some items in the game are valuable only by virtue of what they can be transmuted into. Divine Item can only be accomplished on the 3-D map, or when standing in a Memory Camp in a dungeon.

## Event Experience

After defeating bosses, Valkyrie will gain Event Experience in addition to regular experience points. Event Experience is also earned when certain events are triggered within dungeons. These are saved up in the Experience Orb, which acts as a communal source of experience for the entire party. You can distribute these points freely among the characters at your discretion

## Capacity Points, Skills and Traits

• **Capacity Points**—The Einherjar and Valkyrie will earn Capacity Points each time they gain a level. Between Level 1 and Level 2 the characters earn an additional 70 CP. This CP increase goes up by five points each time you raise a level, so you earn 75 points between Level 2 and 3, 80 points between Level 3 and 4, etc. The Capacity Points are spent to learn Skills and improve Traits.

• **Skills**—Skills are abilities that you can teach characters through the expenditure of their Capacity Points. Some Skills have several levels of achievement; therefore you will need to spend more Capacity Points to gain higher levels of Skill. There are four varieties of Skills:

**1. Reaction:** During battle, these skills will be automatically activated. For example, if First Aid is learned, characters will automatically heal one another.

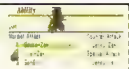
**2. Support:** These skills enhance the character's normal attacks.

**3. Attack:** Attack skills let you perform more powerful attacks, like knock-out blows, with varying degrees of success.

**4. Status:** These will improve your character's statistics, such as attack power, defense, etc.

• **Traits**—The humans that Valkyrie recruits are not perfect. Their traits will range from positive to negative and will affect their Hero Value, which must be fairly high for the character to succeed in the holy war. By spending Capacity Points to increase positive and decrease negative traits, the character's Hero Value will rise. Also, each time a character gains one level, his or her Hero Value will increase by two points.

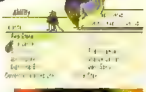
## Abilities



Each character can perform up to three normal attacks in one round, depending on the type of weapon equipped. A weapon with parameters that read "1.o 2.x 3.x" can only be used for a character's first normal attack. "1.o 2.x 3.o" means that the character can use both the first and third normal attacks, while "1.o 2.o 3.o" means he or she can use all three normal attacks. The following is an example of how these abilities are set for the character Jun while he is wielding the Ten-Horin Blade, which allows three attacks.

If you read the topics related to each attack, you can see in which direction Jun will attack, which will help you to decide which order is best for completing combos. Also, when a character has learned the skill "Counter Attack," you can set this parameter. A Counter Attack can be any of the character's currently available normal attacks. However, it is impossible to change the Special Attack, which is a default setting for every character except for magic users.

## Mages



The magic user's abilities vary greatly from those of the other characters. Instead of attacking physically, mages are restricted to using spells exclusively. Every spell the mage learns is listed in his or her ability screen, and one spell can be selected to be the mage's current attack. This will allow the mage to attack one enemy with magic without having to select it from the spell book; however, using magic in this way is generally less powerful. A mage's Special Attack will vary according to which spell is currently selected. For example, if Fire Storm is the selected spell, the mage will use Ifrit Caress during Special Attacks

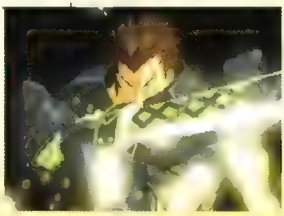
## Properties of Crystals

**Although Valkyrie has many talents she can use in a dungeon, the one with the most diversity is her ability to shoot crystals.**

• Crystals can be used as steps. If Valkyrie shoots a crystal onto a surface, it will adhere. This works on walls, floors and ceilings. Also, when Valkyrie shatters a crystal with a sword, the shards can be stacked to create a platform.

• Crystals can be used to avoid enemies. If Valkyrie shoots a crystal into an enemy, it will become encased in crystal for several seconds. When enemies are in this state it is possible to push and pull them. Some larger enemies, like Dragon Servants and Manticores, cannot be contained with crystal.

• Crystals can be used to create mid-air platforms. Doing this requires Valkyrie to build a large crystal, then shatter it by shooting another crystal into it. The crystals will dissolve into a circular sphere of sparkling dust. If Valkyrie leaps directly into the center of the sphere, it will hold her weight briefly.



# Battle System

Characters are positioned to correspond to buttons on the PlayStation's controller. Characters standing at the , and positions are in the front, while is to the rear. Put weaker characters in the back, since many monsters are unable to hit the back of the party. This is also a good position for archers and mages, who are the only characters who can launch an assault from the rear-guard position.

• **Combinations:** Each character has the ability to chain up to three normal attacks during one round, depending on their weapon. When one character completes a combo, a second can jump in to continue it It is by using combinations that you build up enough energy to unleash your Special Attacks.

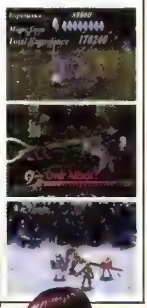
• **Special Attacks:**
The Special Attack gauge appears in the bottom left of the battle window to indicate how many hits your party has landed on one enemy. If you get 100 hits, you'll be able to use a Special Attack. Additionally, if your Special Attack hits the enemy up to 100 times, then another character can use a Special Attack immediately afterwards. Chaining Special Attacks in this way is extremely powerful, and is a good tactic to use against bosses and other difficult enemies

• **Charge Turn**—Using Special Attacks or magic will increase a character's CT (Charge Turn). This is the gauge that appears under the character's health meter to show how many turns they must wait before they can use their Special Attack or magic again

• **Magic Crystals:**
If you hit an enemy while they are in mid-air, blue crystals will pop out Whenever you get a blue crystal, the total amount of experience points you earn will increase by 5%

• **Purple Gems:** If you hit an enemy while it is on the ground and knock out a purple gem, your CT will be reduced by one.

• **War Trophies:** Sometimes you can knock a chest out of an opponent, especially when stringing together combos. After the battle, the contents of the treasure chest will be revealed



# Major Event / Boss Battles:

## Disc One (Normal Mode)

*Valkyrie Profile* has three modes (Easy, Normal, Hard) and three endings (A, B, C). This strategy was written for Normal Mode, in order to attain the best ending (A). Fifteen minutes pass between the start of the game and the first save point, so be sure to walk the dog and feed the chickens before you begin.
Valkyrie's Spiritual Concentration can manifest two types of locations towns (which appear on the World Map in white) and dungeons (which appear in red). When entering a dungeon, you control Valkyrie through a 2-D world where she and the Einherjar can find items and gain experience. Her repertoire of moves is much larger in these dungeons.
There is an introductory period where Freya guides Valkyrie through Artolia and the Artolian Mountain Ruins. Afterward, the game will divide into eight Chapters, each composed of 24 Periods. Between every Chapter is a Sacred Phase during which Valkyrie can communicate with Freya. Here's a breakdown of how Periods are spent:

**• 1 Period**
- Entering a town
- Resting on the World Map to restore DME.

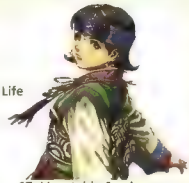
**• 2 Periods**
- Using Spiritual Concentration to find a location
- Entering a dungeon.
- Resting on the World Map to restore DME and cure status abnormalities.

**• 3 Periods**
- Resting on the World Map to restore DME, cure status abnormalities, and revive.

**The following major events describe the dungeons in the order they appeared according to Spiritual Concentration as I played through the game. To keep some of the game's surprises and plot twists intact, I have included no "spoilers" detailing the recruitment stories surrounding Valkyrie's accumulation of Einherjar.**

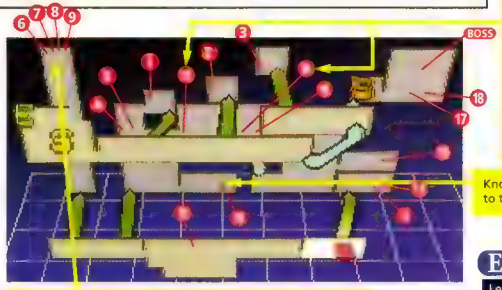
# Introduction

## Artolian Mountain Ruins



1. Iron-barred Door
2. Eye of Heaven
3. Iron-barred Key
4. Vegetable Seed
5. Book of Everlasting Life
6. Angel Curio
7. Savory
8. Quartz Gem
9. Nightshade
10. Element Scepter
11. Foxglove
12. Fire Lance
13. Vegetable Seed
14. Treasure Search
15. Vegetable Seed
16. Lapis Lazuli
17. Sealed Box
18. Jewelled Blade "Grimrist"
19. Pillar

To get the Vegetable Seed and Treasure Search in the room before the stairs leading down to the boss, use crystals to reach the top platform on the right and get the Vegetable Seed. Then pick up the open treasure chest and move it slightly closer to the left and place it down GENTLY (press **Down** and push ). Stand on the treasure chest so Valkyrie can leap to the platform on the left and pick up Treasure Search. The Treasure Search is a handy item that only Valkyrie can equip. When she's wearing it, a blue dot will circle around her to indicate the presence of treasure nearby.




In order to reach the Angel Curio, Savory, Quartz Gem and Nightshade treasure chests, you'll need to use Valkyrie's crystals to create a stairway all the way to the top

Knock down the base of the pillar that blocks your access to the eastern side of the dungeon for 500 Event Exp

Additional Event Experience 3,000

## Enemies

| | | | |
|---|---|---|---|
| Lesser Vampire | 400 HP | no weakness | 150 Exp. |
| Ghast | [illegible] | [illegible] | [illegible] |
| Pongo | 1,000 HP | no weakness | 175 Exp. |

## Artifacts

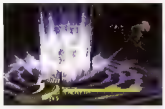
| | |
|---|---|
| Jewelled Blade "Grimrist" | [illegible] Event Exp. |
| Sealed Box | [illegible]00 Event Exp. |

**Note:** After every major boss battle, Valkyrie has the opportunity to return Artifacts to Lord Odin or keep them for herself. Her Evaluation Points will go up one point for every Artifact she sacrifices and down five points for every Artifact she steals. In order to decide which artifacts to keep, save your game before opening any of the chests, then inspect the artifacts. When you decide what to keep, reload your game and give up the artifacts that you have no use for. Merely opening these boxes will give you Event Experience regardless of what you do with the Artifacts; after all the Artifacts have been inspected, Valkyrie is always granted additional Event Experience.

## Boss

| | | | |
|---|---|---|---|
| Elder Vampire | 4,800 HP | no weakness | 1,000 Exp. |
| Dragon Servant (2) | 500 HP | Weak: Ice | 300 Exp. |

Use the blade "Reiter Pallasch" to perform Guard Crush, which can cut through the Dragon Servant's Combo Guard. Press the button corresponding to Valkyrie multiple times in succession and she will execute a combination attack. Attack simultaneously with the other characters while she is in the midst of her combo; for example have her attack twice, then have Arngrim attack, and immediately follow-up with Valkyrie's third strike. The Elder Vampire will use some magic attacks, like Fire Lance and Shadow Servant, but for the most part this battle is ostensibly over when the Dragon Servants go down



# Chapter ONE

1. Attack Pow
2. Short Bow
3. Slab (clue)
4. Move stone slab onto white circle for 1,000 Event EXP.
5. Move stone slab onto white circle for 1,000 Event EXP.
6. Avoid
7. Move stone slab onto white circle for 1,000 Event EXP.
8. Move stone slab onto white circle for 1,000 Event EXP.
9. Fire Lance
10. Broad Sword
11. Smash statue for 5,000 Event EXP.
12. Eye of Heaven
13. Element Scepter
14. Magic Pow
15. Frigid Damsel
16. Emerald Necklace
17. Crown of Felmar
18. Secret of Damascus

## Enemies

| | | | |
|---|---|---|---|
| Dragon Servant | 500 HP | Weak: Ice | 300 Exp. |
| Ghast | 600 HP | no weakness | 160 Exp. |
| Lesser Vampire | 400 HP | no weakness | 150 Exp. |

## Artifacts

| | |
|---|---|
| Secret of Damascus | 500 Event Exp. |
| Crown of Felmar | [illegible] Exp. |
| Emerald Necklace | [illegible] Event Exp. |

Additional Event Experience: 10,000

## Solde Catacombs

The Magic Pow and Frigid Damsel books are found in the same room as the boss, on elevated platforms.

## Boss

Make sure that Valkyrie is equipped with the Angel Curio and the Short Bow before the battle. The Drow Shaman will tend to concentrate all their attacks on one party member until they die. With Angel Curio, Valkyrie will revive automatically after being killed. Once Valkyrie dies, the other characters have three rounds to revive her, otherwise they will also die. Valkyrie and Jelanda should hit the Drow Shaman with magic and bows. If you've picked up Llewelyn, make sure he is also equipped with a bow; this battle should be no problem.

| | | | |
|---|---|---|---|
| Drow Shaman (2) | 1,000 HP | no weakness | 500 Exp. |
| Ramapithicus | [illegible],000 HP | no weakness | 3,800 Exp. |

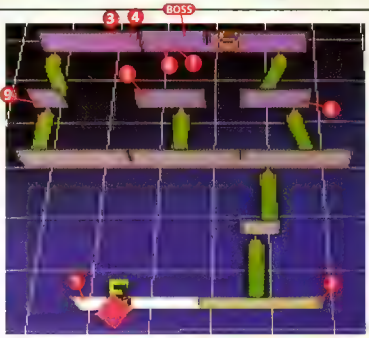
# Forest of Woe

Additional Event Experience: 7,000

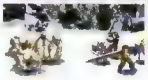
## Enemies

| | | | |
|---|---|---|---|
| Dragon Servant | 500 HP | Weak: Ice | 300 Exp. |
| Lesser Vampire | 400 HP | no weakness | 150 Exp. |
| Ghast | 600 HP | no weakness | 160 Exp. |

1. Eye of Heaven
2. Icicle Edge
3. Element Scepter
4. Element Scepter
5. Lapis Lazuli
6. Flare Crystal
7. Extreme Guard
8. Phoenix Feather



## Boss



You have the choice of patience or impatience in this battle. If you can't stand the sight of those dirty apes, throw one Flare Crystal and watch them bake. I would be all right with this, if these enemies were of a caliber that could wipe YOU out in one swipe, but they just ain't. Get down in the dirt and fight the honorable way. If you get enough blue crystals to pop out of their furry white behinds, you could double the amount of experience you would normally get; you might also get some items and you can save your Flare Crystals for when you really need them

| | | | |
|---|---|---|---|
| Insane Yetis | 5,200 HP | Weak: Fire | 700 Exp. |

## Artifacts

| | |
|---|---|
| Extreme Guard | [illegible] |
| Phoenix Feather | [illegible] Exp. |

# Cave of Oblivion

The interior formation, the items, the enemies and the location on the world map changes each time Valkyrie discovers the Cave of Oblivion. The purpose of the cave is to level up your characters, although at some points there may be monsters within that are out of your league. Make sure Valkyrie is equipped with Treasure Search while inside, because the treasures tend to be obscured by parts of the cave. Since the appearance of the cave and the treasures inside are randomly determined, I won't mention the cave again for the rest of this strategy. Just remember that Valkyrie's Spiritual Concentration usually finds one Cave of Oblivion per Chapter. The best policy is to save before entering any of the caves, then check what items are inside. If you're not satisfied, load your game and try again.

## EXTRAS

Once Valkyrie's Spiritual Concentration no longer finds new towns or dungeons, you're free to explore on your own. Use the remaining Periods to pick up new items and re-enter dungeons to gain more levels. If you're lazy, you can also just sleep the rest of the Periods away. It's a safe bet that the towns in which you picked up Einherjar contain items that you can find if you return to them later.

# Artolia

Head back to Arngrim's house. Once you enter his room, he'll give you the Dragon Slayer sword. This is an incredibly powerful sword which can kill a dragon with one blow, which is very useful in the upcoming dungeons.

# Crell Monferaigne

Go all the way to the right until you enter the forest. Llewelyn will pick up the Goddess Pendant.

# Lassen

Walk inside Lord Belenus' mansion and enter Asaka's room. Belenus will find the Pressed Flower

# SACRED PHASE (Chapter 1-2)

The Sacred Phase is the time between Chapters when Freya updates you on the status of the war raging in Asgard. She will praise or critique your performance, grant you Materialize Points and Artifacts and request an Einherjar with specific skills. During the first Sacred Phase, you will not be granted any Artifacts and are basically in the doghouse with Lord Odin, but don't worry about this. As you progress in the game, your status with the boss will steadily improve.

**Get Materialize Points** 2,250

**Einherjar Requested**
- Hero Value 50
- Identify
- Leadership
- Tactics

# Chapter TWO

**Now you need to choose a character to transfer to Asgard. If you maintain a steady stream by sending up one person every Chapter, then you should keep a decent Evaluation score, even if you've swiped a few Artifacts. I hoarded both Capacity Points and Experience Orb points until this point so I could distribute them according to Freya's requests. Personally, I chose to send up Lord Belenus, since Arngrim will not be accepted into Asgard. Raise his Hero Value by improving his traits and teach him the skills required. Equip him well but not with anything you don't want to lose, because he will not return. Transfer him up to Asgard.**

# Dragoncastle Caverns

1. Eye of Heaven
2. Quartz Gem
3. Long Sword
4. Vegetable Seed
5. Savory
6. To Rear Map/To Front Map
7. Lapis Lazuli
8. Fire Storm
9. Foxglove
10. Element Scepter
11. Nightshade
12. Lapis Lazuli
13. Short Spear
14. Frigid Damsel
15. Foxglove
16. Aconite
17. Slanting Rain
18. Spear "Dark Angel"
19. Scarlet Lotus Sword

## Artifacts

| | |
|---|---|
| Spear "Dark Angel" | 1,100 Event Exp. |
| Scarlet Lotus Sword | [illegible] |

## Enemies

| | | | | |
|---|---|---|---|---|
| Banshee | 400 HP | no weakness | 450 Exp. | |
| Current Fish | 1,300 HP | Weak: Fire | 145 Exp. | Magic: Tripe Ballet |
| Monstrous Viper | 900 HP | no weakness | 150 Exp. | |
| Venomous Spider | 1,500 HP | Weak: Ice | 280 Exp. | |

## Boss

Use Arngrim's Dragon Slayer and the dragon will be beat down in one round. It is also possible to wipe it out in one round by using a Holy Crystal, which can be found in Nethov Swamp, or by transmuting your Flare Crystal into different forms until it becomes a Holy Crystal. After the battle, make sure to unequip the Dragon Slayer because it will break after several uses.

| | | |
|---|---|---|
| Lesser Dragon | 9,000 HP | Weak: Lightning/Poison |

**Additional Event Experience** 18,000

# Nethov Swamp

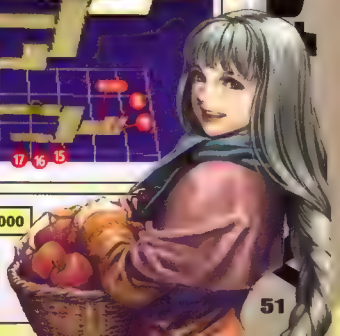
## Enemies

| | | | |
|---|---|---|---|
| Figment | 650 HP | no weakness | 320 Exp. |
| Pongo Robustus | 2300 HP | Weak: Dark | 400 Exp. |
| Vermin | 530 HP | no weakness | 650 Exp. |

## Artifacts

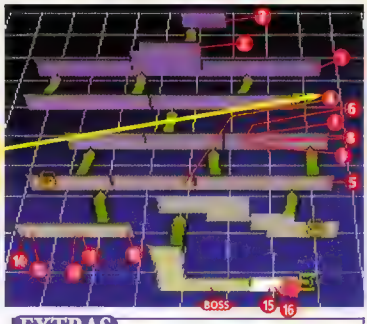
| | |
|---|---|
| Bark of the Dryad | 320 Event Exp. |
| Inscribed Fragment | 1,100 Event Exp. |

**Additional Event Experience** 20,000



1. Shadow Servant
2. Shadow Servant
3. Holy Crystal
4. Rotten Tree
5. Charge
6. Element Scepter
7. Eye of Heaven
8. Wait Reaction
9. Holy Crystal
10. Short Spear
11. Flare Baselard (fully submerged in swamp)
12. Cure Condition (partially submerged in swamp)
13. Quartz Gem (fully submerged in swamp)
14. Daemon Slayer (fully submerged in swamp)
15. Bark of the Dryad
16. Inscribed Fragment

Knock down the rotten tree for 5,000 Event EXP. It will float to the other side of the swamp and create a foothold to reach the eastern part of the dungeon.




**Boss** This is just like the previous battle; the Dragon Slayer or the Holy Crystal will destroy the boss in one round. Unequip the Dragon Slayer after the battle

| Dragon Zombie | 13,400 HP | Weak: Fire/Lightning/Holy | 6,000 Exp. |
|---|---|---|---|

**EXTRAS** Valkyrie's Soul Concentration will not manifest any more locations for the rest of Chapter 2. Use the remaining periods to gain levels by re-entering the dungeons.

## SACRED PHASE (Chapter 2-3)

| Get Materialize Points | Einherjar Requested | Get Artifacts | |
|---|---|---|---|
| 6,780 | Hero Value 65 | Element Scepter | Heal |
| | Archer | Lightning Bolt | Throw |
| | Find Trap | Shadow Servant | Extreme Guard |
| | Survival | Splash | Emerald Necklace |

# Chapter THREE

Transfer Llewelyn after you assign him all the traits required and equip him appropriately. You may need to raise him a few levels before he attains a Hero Value of 65. It's okay to send up Einherjar that do not perfectly fit Freya's request, but this will result in getting fewer Materialize Points and Artifacts during the Sacred Phase.

## Gorhla Cult Headquarters

The Poison Check, Fairy Ring, and Ether Scepter are among the best items in this dungeon, but are also the hardest to get. They're in the same room as the boss, on platforms jutting out from the left and right sides, near the ceiling It will not be possible to reach them until after you have defeated the boss, since you'll need to utilize the Artifact chests to create leverage. Build a few crystals, then shatter them so you get some medium-sized crystal shards. Make a step with several crystals and the treasure chests. Then shoot crystals up at the ceiling near the edge of one of the platforms. You may need to maneuver a little to find the position where your crystals will adhere to the bottom of the platform. Once you find this spot, shoot at the crystals until you break it into a sphere of crystal dust. Get up on the step you built, then jump into the dust Once you get a foothold, inch towards the edge until you have room to jump to the chain. You will be able to grip it if you jump and press **Up** Now you can jump to one of the platforms to get the items, then move to the other platform by using the chain.

1. Guts
2. Eye of Heaven
3. Adept Illusion
4. Quartz Gem
5. Sap Power
6. Mithril Ore (on platform near ceiling)
7. Gargoyle Statue
8. Incense Burner of Darlis
9. Poison Check
10. Fairy Ring
11. Lapis Lazuli
12. Ether Scepter

### Artifacts

Additional Event Experience: 30,000

| | |
|---|---|
| Incense Burner of Darlis | 1,600 Event Exp. |
| Gargoyle Statue | 5,600 Event Exp. |

### Enemies

| | | | |
|---|---|---|---|
| Knight Fiend | 2,500 HP | no weakness | 520 Exp. |
| Lesser Vampire (blue pants) | 450 HP | no weakness | 150 Exp. |
| Lesser Vampire (gray pants) | 1,500 HP | no weakness | 700 Exp. |
| Necromancer | 1,800 HP | no weakness | 600 Exp. |
| Thaumaturgist | 2,200 HP | Weak: Poison | 800 Exp. |

**Boss** Concentrate all your attacks on one individual Will O' Wisp, connecting enough combos to perform several Special Attacks. You must try to completely destroy it, or else it will self-destruct on its next turn causing significant damage to your entire party The Will O' Wisp will self-destruct when it is low on HP

| | | | |
|---|---|---|---|
| Noble Vampire | 10,500 HP | no weakness | 9,000 Exp. |
| Will O' Wisp (3) | 6,500 HP | Weak: Dark | 800 Exp. |

## Hai-Lan

On the seashore, Yumei will find the Fragment of Lapis Gem.

## Crell Monferaigne

Go to Janus' house to retrieve the Raven Slayer. This is an incredibly powerful bow that will kill any flying enemy with one blow.

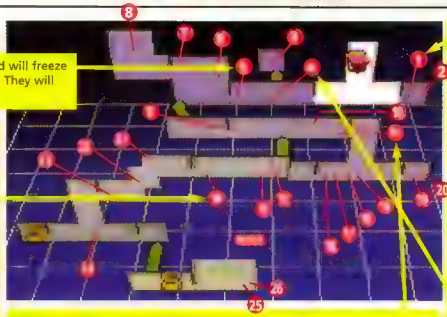
## Camille

When you enter the graveyard, Kashell will discover his sword Vainslayer. Walk all the way to the left, and inspect the large doors. They will swing open and grant you entrance to the oddrock caves.

# Oddrock Caves

These eyes are located on the ceiling, and will freeze Valkyrie if she gets caught in their beam. They will charge up right before shooting.

In this case you will have to reflect the beam several times in one room so that the beam bounces off the floor and ceiling to reach the second oozing purple barrier that is several screens away. Watch where the beam falls on the floor or ceiling and build your crystal there. If it's off the mark, destroy the crystal and build another one in the correct position (you may only have three crystals on a screen at any given time; if you build more than three, your oldest crystal will disappear). You earn 12,000 Event EXP to pass the second purple ooze barrier




This is the first of three Dragon Zombies scattered throughout the caves. Use Arngrim's Dragon Slayer sword to defeat them easily, but remember to unequip it after the battles, because it is likely to break if overused.

There are several of these statues, and they will temporarily freeze Valkyrie if she encounters the vapor trailing behind the statue. Follow it carefully until it turns around, then leap over it.

This is the first of several oozing purple barriers that block off certain passages, most of which are relatively near an ice-beam shooting eye. Use Valkyrie's crystals to reflect the ice-beam to freeze the purple ooze, then strike it with your sword. You earn 6,000 Event EXP to pass the first barrier.

**Additional Event Experience** 30,000

## Enemies

| | | | |
|---|---|---|---|
| Drow Shaman | 1,000 HP | no weakness | 500 Exp. |
| Knight Fiend | [illegible] | [illegible] | [illegible] |
| Lesser Vampire (blue pants) | [illegible]00 HP | no weakness | 150 Exp. |
| Lesser Vampire (gray pants) | 2,500 HP | no weakness | 700 Exp. |
| Necromancer | 1,000 HP | no weakness | 600 Exp. |

## Mini Bosses

| | | | |
|---|---|---|---|
| Dragon Zombie | 13,400 HP | Weak: Fire/Lightning/Holy | 6,000 Exp. |

## Boss

This battle will be extremely difficult if you did not pick up the Daemon Slayer from the Nethov Swamp. As it is, just equip the Daemon Slayer and it will take out the demon in one round.

| | | | |
|---|---|---|---|
| Greater Demon | 22,000 HP | no weakness | 13,000 Exp. |

1. Dragon Zombie
2. Bastard Sword
3. Defend
4. Statue (Shoots Ice Behind)
5. Eye (Shoots Ice Beam)
6. Eye
7. Eye
8. Flare Baselard
9. Statue
10. Eye
11. Purple Ooze Barrier
12. Eye
13. Purple Ooze Barrier
14. Purple Ooze Barrier
15. Dragon Zombie
16. Eye of Heaven
17. Sap Guard
18. Dragon Slayer
19. Warhammer
20. Trick Step
21. Eye
22. Purple Ooze Barrier
23. Dragon Zombie
24. Statue
25. Golden Fowl
26. Grand Sting

## Artifacts

| | |
|---|---|
| Golden Fowl | 1,600 Event Exp. |
| Grand Sting | 1,600 Event Exp. |

# SACRED PHASE (Chapter 3-4)

**Get Materialize Points** 9,720

**Einherjar Requested**
- Hero Value 80
- Negotiator Trick
- Demon Intelligence
- Hear Noise

**Get Artifacts**

| | |
|---|---|
| Element Scepter | Auto Item |
| Icicle Edge | Fain Fenn |
| Fire Storm | Holy Grail |
| Darkness Arrow | Ten-Horin Blade |
| Reflect Sorcery | |

There are several factors that will raise or lower Valkyrie's Seal Rating, which can be found in her Status screen.

(+12) Sending a character to Asgard
(-2) Recruiting characters
(-2) Not wearing Nibelungen Ring during Sacred Phase
(-10) Meeting Brahms
(-10) Meeting Lezard
(-15) Meeting Mystina
(-15) Meeting Lucian in Gerabellum before he dies in Chapter 5
(-15) Visiting the grave at Weeping Lily Meadow
(-20) Recruiting Lucian

# Begin Preparation to Get Ending "A"

Before Chapter Four begins, it will be necessary to begin planning to get the best ending in the game, indicated as Ending "A." These are the following incidents that must occur for you to get the best ending

You will know you've performed everything correctly if you see a cinema involving Lucian and a betrayal at the end of Sacred Phase (Chapter 6-7). If you do NOT see this, then you are not going to get the best ending.

1. You must recruit Lucian and send him to Asgard before the end of Chapter 6.
2. You must go into Brahms' Castle and choose NOT to fight him.
3. You must recruit Mystina.
4. By the end of Chapter 6, Valkyrie's Seal Rating must be under 37 and remain low until the end of the game. At the end if she is at 40 or below, you will get the good ending.
5. Visit Weeping Lily Meadow when it is indicated via Soul Concentration during Chapter 8.

# Chapter FOUR

Give one of your Einherjar all the qualities Freya requested, then transfer them to Asgard. Valkyrie's Seal Rating will probably be at 100 at this point. Remove her Nibelungen Ring for the rest of the game.

# Black Dream Tower

**Additional Event Experience** 55,000

## Enemies

| | | | |
|---|---|---|---|
| Monstrous Glowfly | 7,000 HP | Weak: Dark | 3,300 Exp. |
| Grave Mist | [illegible] | [illegible] | [illegible] |
| Harpy | [illegible] | [illegible] | [illegible] |
| Lesser Demon | 2,400 HP | no weakness | 650 Exp. |

## Artifacts

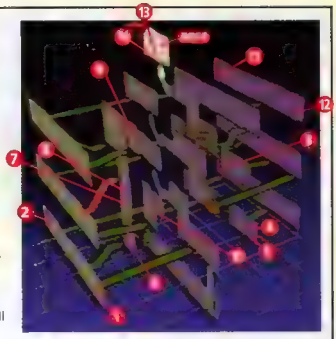
| | |
|---|---|
| Bewitching Statue | 2,100 Event Exp. |
| Fairy Bottle | [illegible] Event Exp. |

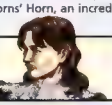
**Boss** The Wise Sorceror will use Dark Savior, Shadow Servant and other strong magic attacks on one character. Make sure Valkyrie has the Angel Curio equipped, or Guts set up as one of her Skills. Have your mage cast Reflect Sorcery near the beginning to counteract these spells. As for the Dragon-Tooth Warrior, he will only use sword techniques to attack you, which you can easily parry or Counter Attack Both these enemies have tons of HP, so concentrate your Special Attacks on one at a time. If your mage has Wait Reaction set up as a Skill, use their familiar to lead off combination attacks.

| | | | | |
|---|---|---|---|---|
| Dragon-Tooth Warrior | 15,000 HP | Weak: Holy | 3,600 Exp. |
| Wise Sorceror | 12,500 HP | no weakness | 1,500 Exp. |

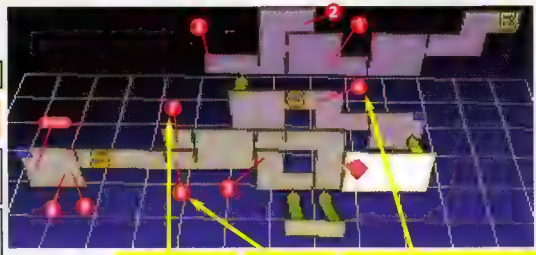
*Note: Although it may be tempting to transmute these artifacts into the Gem of Creation and the Gem of Activity, you should save them for when you go to the Tower of Lezard Valeth. Valkyrie can find the Creation Gem inside the tower, which will let her transmute the artifacts into even better items—a Creation Jewel and a Unicorn's Horn scepter. When Valkyrie has the Creation Gem equipped, the Fairy Bottle will transmute into an Orihalcon, which can then be transmuted into a Creation Jewel. The Creation Jewel can be used to transmute the Bewitching Statue into a Unicorn Horn, which can then be transmuted into the Unicorns' Horn, an incredibly powerful and unbreakable scepter.

1. Vainslayer
2. Auto Item
3. Warhammer
4. Noise Arrow
5. Element Scepter
6. Hit
7. Quartz Gem
8. Splash
9. Dancing Sword
10. Flare Baselard
11. Lightning Bolt
12. Eye of Heaven
13. Bewitching Statue*
14. Fairy Bottle*





## Eroded Caves of Thackus



**Artifacts** Additional Event Experience 60,000

| | |
|---|---|
| Bracelet of Zoe | |
| Coin of Fortune | |

**Mini Bosses**

| | | | |
|---|---|---|---|
| Dragon Zombie | 15,000 HP | Weak: Holy | 1,000 Exp. |

**Boss** One Flare Crystal will kill all three Crab Giants. If you'd rather not use items, make sure your mage knows Fire Storm or Fire Lance, because you can't do very much damage to the crabs physically. Once they're out of the way, use combos and Special Attacks to wear down the Kraken. The Kraken uses Lightning Bolt and Tentacle Whip, neither of which is a particularly strong attack If you keep your health up and have First Aid set up as a Skill on several of your characters, then you should do all right.

| | | | |
|---|---|---|---|
| Kraken | 24,000 HP | Weak: Fire | 24,000 Exp. |
| Crab Giant (3) | 1,000 HP | Weak: Fire | 600 Exp. |

Inspect the control box to close the sluice for 15,000 Event Experience. It will not work unless you've already hit the floating sphere.

Hit the floating sphere through the waterfall with a crystal to earn 2,000 Event Experience.

Speak to the sorceress. She will warn you that the sluice gate is about to break. If you then inspect the body on the ground, you'll pick up the tool needed to reseal the gate. After defeating the boss, speak to the sorceress a second time to earn 500 Event Experience.

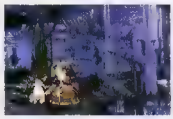
**Enemies**

| | | | |
|---|---|---|---|
| Mire Creeper | 2,200 HP | no weakness | 990 Exp. |
| Harpy | 6,000 HP | no weakness | 2,600 Exp. |
| Crab Giant | 1,000 HP | Weak: Fire | 600 Exp. |
| Monstrous Glowfly | 7,000 HP | Weak: Dark | 3,300 Exp. |

1. Dragon Zombie
2. Eye of Heaven
3. Strike Edge
4. Sorceress
5. Flare Baselard
6. Floating Ball
7. Close Sluice
8. Bracelet of Zoe
9. Coin of Fortune

## Tower of Lezard Valeth

**The following is a comprehensive walkthrough for the entire tower. If you want to take a quick route to the basement, skip to the paragraph with the heading "Quick Route to Basement."**



***Walkthrough***

When you first enter the tower, you'll be on the top floor. There are two elevators to your left. Take the first elevator down one floor and exit to the rear. Walk all the way to the left and you will encounter a Manticore. Turn around and walk all the way to the right, then to the front, then all the way to the left. Go up the stairs and walk to the right. Fight the Manticore, then go all the way to the right to pick up a Book of Everlasting Life. Backtrack to get on the elevator, then descend another floor. You can walk all the way around and back to the elevator. Get on the elevator and you will return to the top floor. Now get on the second elevator and go down one floor. Exit, then pick up the Warhammer and Eye of Heaven. Get back on the elevator, exit to the front, then walk all the way to the right to pick up Splash. Turn around and go all the way to the left to encounter a blue Dragon Zombie. Defeat it, then go to the rear. Walk all the way to the right and go to the front—you will descend one story. Now you have two options: 1) Go into the first door on the left, or 2) Walk all the way to the left.

1) If you go into the door, you'll be in another elevator. Take it down one floor, then exit to the rear. You can walk all the way to the left to fight two Dragon Zombies that are in front of the Teachings of Asa. If you'd rather not, head to the right and go down one floor. You'll be in the basement. (Skip to "Basement.")

2) If you go all the way to the left, head to the rear, go to the right, then go to the front—you will descend one floor again. There's another juncture at this point. You can choose to 3) Go all the way to the left, or 4) Enter the first door on the left.

3) If you go all the way to the left, you'll fight another Manticore. Behind the Manticore are Nightshade and Frigid Damsel. Head to the rear and get on the elevator. If you go down one floor, you'll enter the torture chamber where Lezard held the Elf. Leave the room and get back on the elevator. It will return you the the top floor. Refer to the "Quick Route" below to return to the basement.

4) If you enter the door, it is another elevator. If you ride it one floor you will end up in the torture chamber. Ride it once more and it returns you to the top of the tower. Refer to the "Quick Route" below to return to the basement.

***Quick Route to Basement***
If you don't like to battle—and don't mind missing a few items—take this route. From the save point, go to the left and enter the second elevator. Go down one floor, getting the Warhammer and Eye of Heaven. Get back on the elevator and go down another floor. Walk to the left and fight the Dragon Zombie. Go the the rear, walk to the right, then walk to the front. Enter the first door on the left and take the elevator down one floor. Exit to the rear, go the the right, then move to the front to descend one floor. You'll be in the basement.

***Basement***
Head to the left and fight yet another Manticore. Walk to the left, then go to the rear. You have a choice of 1) Going to the right, or 2) Going down the stairs.

**1)** Go to the right and walk down the stairs. Head to the rear. Go up the stairs and you will face another Manticore. Go into the room behind the Manticore and strike the blue crystal in the statue's hands. You will earn 12,000 Event EXP.

**2)** Go down the stairs and go to the rear. Walk up the stairs and go to the left. You have the option of either 3) Going down the stairs, or 4) Walking to the front.

**3)** Go down the stairs and go to the front. Walk up the stairs and go to the front again. Walk down the stairs and you will encounter two Dragon Zombies guarding a doorway. Go through the door and strike the crystal in the statue's hands. You will earn 12,000 Event EXP. After this, go back to the first room in the basement where the Manticore was standing; you'll find a teleporter. It will take you to a new part of the tower where you can pick up three treasures: a Creation Gem, a Timer Ring and an Ether Scepter. When Valkyrie has the Creation Gem equipped, she can transmute more powerful items than normal. Use it to transmute the Fairy Bottle into an Orihalcon, and the Orihalcon into the Creation Jewel. With the Creation Jewel, Valkyrie can transmute incredibly powerful items and weapons.

**4)** Walk to the front and go down the stairs. Walk to the front again and you'll come to a room with a Memory Camp, a teleporter and three chests. Get the three chests first. They contain a Dancing Sword, Lapis Lazuli and Citrine. Now save your game, then get on the white circle and choose to teleport. Jump over the teleporter to the right and get the two chests. They have Base Metal and Normalize. Go back to the left and through the door to find Lezard.

## Enemies

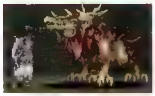
| | | | |
|---|---|---|---|
| Blood Sucker | 4,000 HP | no weakness | 800 Exp. |
| Dragon-Tooth Warrior | 15,000 HP | Weak [illegible] | [illegible] |
| Fatal Glimmer | [illegible] | [illegible] | [illegible] |
| Wise Sorceror | 4,400 HP | Weak: Poison | 1,750 Exp. |

## Mini Bosses

| | | | |
|---|---|---|---|
| Dragon Zombie | 24,000 HP | Weak: Lightning | 10,000 Exp. |

Arngrim's Dragon Slayer is enough for one, but sometime these dragons will be encountered in pairs. Make sure your party has a lot of DME (Divine Material Energy) by upping the level of their Survival skills, just in case the Dragon Zombie successfully uses Combo Guard. In this case they may survive long enough to hit your party for about 15,000 points of damage each, so keep a close eye on your health and combine your attacks to break through perfect guard.

| | | | |
|---|---|---|---|
| Manticore | 13,000 HP | no weakness | 6,500 Exp. |



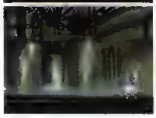
If you use combo attacks and Special Attacks, you should be able to take out the Manticores fairly easily. However, if the Manticore survives with a small amount of HP, it will immediately use its strongest attack: a triple-threat with flames, poison and freeze attacking your entire party. If you have Cure Condition set up for all of your party members, they should automatically cure one another. Make sure your mage knows Heal and equip her with Freeze Check. You can also use Nectar Potion to protect one character from abnormal status for two rounds, or use Noble Banish to cure all party members of any status abnormality.

## EXTRAS

Use the extra Periods to begin lowering Valkyrie's Seal Rating

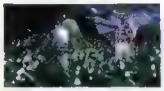
## Boss

This battle integrates the use of possession to revive each subsequent character. For example, once you kill one of the Dragon-Tooth Warriors, all others in the party will regain full health. In this particular battle, once you kill both Dragon-Tooth Warriors, Lezard will regain full health. During the initial battle, take out the Dragon-Tooth Warriors first and ignore Lezard. It doesn't matter if you defeat Lezard in this first battle; he will regenerate at full health after the Dragon-Tooth Warriors are killed. Watch out for Lezard's Special Attacks (Celestial Star, Meteor Swarm and Dragon Bolt). All of them will hit your entire party four or five times at more than 2,000 damage per hit. It is vital that Valkyrie remain alive, so equip her with Angel Curio and set Guts as one of her Skills. Reserve your mage to heal your party, so you don't waste turns waiting to recharge. If you use your Special Attacks on Lezard and don't skimp on the healing, eventually Lezard will succumb.



| | | | |
|---|---|---|---|
| Lezard | 10,000 HP | no weakness | 40,000 Exp. |
| Dragon-Tooth Warrior | 14,000 HP | no weakness | 2,500 Exp. |

# Weeping Lily Meadow



This is the white dot on the northwest of the map, lying to the east of Coriander Village.

# Gerabellum

When you enter, a story should begin revolving around Claire, Valkyrie and Lucian. This town lies in the southwest, below the town of Lassen.

# Hai-Lan

Return to the Pleiades Shrine and Minayo will give you Dragonbane.

# SACRED PHASE (Chapter 4-5)

Get Materialize Points: 12,750

**Einherjar Requested**

| | |
|---|---|
| Hero Value 90 | Resist Damage |
| Nimble | Defend |
| A hero who can swim | |
| March | |
| Attack Pow. | |

**Get Artifacts**

| | |
|---|---|
| Ether Scepter | Spell Reinforce |
| Mystic Cross | Concentration |
| Resist Damage | Coin of Fortune |
| Invoke Feather | |
| Bracelet of Zoe | |

## End of Disc ONE

# Chapter FIVE

**At the beginning of this Chapter, Valkyrie's Seal Rating should be 49. Remember that you need to lower Valkyrie's Seal Rating below 37 by the time Chapter 6 ends, and that you need to transfer Lucian to Asgard before the end of Chapter 6 as well. For now, transfer Jun to Asgard, then play as you normally would until there are no more places to be found with Spiritual Concentration.**

# Arkdain Ruins

Most of the chests in this dungeon contain monsters and items. The monsters cannot be avoided.

## Enemies

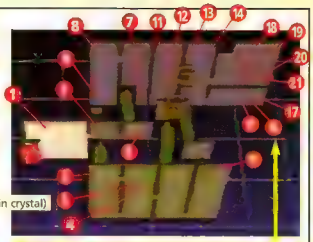
| | | | |
|---|---|---|---|
| Brackish Muck | 7,000 HP | no weakness | 1,400 Exp. |
| Necrophiliac | [illegible] | [illegible] | [illegible] |
| Rib Forager | 6,800 HP | no weakness | 1,100 Exp. |

## Boss

Equip the Stun Check on Valkyrie and set up Guts for all your characters, since the Raver Lords can do a significant amount of damage and all three will tend to go for one character. If you've saved up some Crystals, I would recommend tossing a couple of Poison Crystals at them to make this battle much easier

| | | | |
|---|---|---|---|
| Raver Lord (3) | 16,000 HP | no weakness | 20,000 Exp. |

1. Monster chest—Raptor's Claw
2. Monster chest—Sap Power
3. Monster chest—Nightshade
4. Monster chest—Eye of Heaven
5. Monster chest—Resist Magic
6. Stun Magic
7. Monster chest—Ranseur
8. Ether Scepter
9. Monster chest—Sap Guard
10. Stun Check
11. Beast Slayer
12. Monster chest—Sap Guard
13. Daemon Slayer
14. Combo Jewel
15. Monster chest—Quartz Gem
16. Monster chest—Sap Power
17. Savory
18. Star Guard
19. Holy Wand "Adventia"
20. Robe of Bryttain
21. Mighty Check (behind woman in crystal)



Items 15, 16 and 17 are in a room that locks behind you. After defeating all the enemies inside you get 10,000 Event Experience.

**Additional Event Experience**
80,000

**Artifacts**

| | |
|---|---|
| Star Guard | 2,600 Event Exp. |
| Holy Wand "Adventia" | 2,600 Event Exp. |
| Robe of Bryttain | 2,600 Event Exp. |

## Flenceburg

Climb up the stairs to Mystina's room and she will pick up the Infinity Rod.

## Castle of Brahms

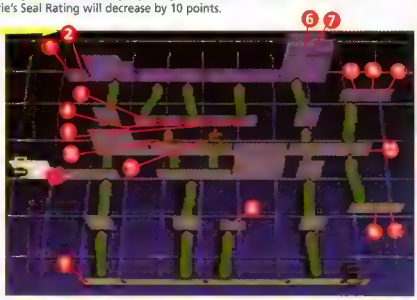
As soon as you enter, a timer starts counting down from 4:00. This gives you just enough time to rush through and pick up the many valuable items scattered throughout the rooms. Valkyrie can encounter two bosses in the castle: the Ram Guardian and Brahms. When you are given a choice, do not fight ABrahms, since you can't get the best ending if you fight him. Choose "Pause to Consider" so Valkyrie's Seal Rating will decrease by 10 points.

### Mini Bosses

He's standing in the end of a hallway minding his own business. You may choose not to fight him if you aren't in the mood, but he does give you a lot of experience. There are rooms to the rear and front of him where you can pick up items to use in your battle. Teach Jelanda, Nanami or Yumei the Stone Torch spell. If you successfully stone the Ram Guardian it will be unable to move for up to four turns. Unleash your combos and Special Attacks until it recovers, then use the Stone Torch spell again. If it doesn't stone him, the Ram Guardian will kill one of your characters, so make sure you have some Union Plumes handy. Once he's down to a little less than half energy, you can use your Holy Crystals to defeat him.

| | | | |
|---|---|---|---|
| Ram Guardian | 25,000 HP | no weakness | 13,000 Exp. |

Use your Creation Jewel to transform this into the Unicorn's Horn, an incredibly powerful scepter. If you don't have your Creation Jewel yet, this is what you need to do: Equip the Creation Gem that you found in the Tower of Lezard Valeth, then transmute the Fairy Bottle into an Orihalcon. Transmute the Orihalcon into the Creation Jewel.



1. Moonflax
2. Unicorn Horn
3. Normalize
4. Burgundy Flask
5. Beast Slayer
6. Combo Counter
7. Nightshade
8. Heal
9. Flare Baselard
10. Vegetable Seed
11. Throw
12. Ram Guardian
13. Warhammer
14. Lapis Lazuli
15. Mithril Ore
16. Savory
17. Stone Torch
18. Brahms

### Boss

Brahms is sitting on his throne in a large room and makes some cryptic remarks to Valkyrie that infuriate her. There's a woman encased in crystal on the ceiling. Brahms gives you the choice to fight him, or pause to consider. If you pause, you'll be kicked out of the castle. If you fight, you'll have a nice view of Brahms kicking your butt since it is impossible to defeat him. Choose not to fight, otherwise you cannot get the "A" ending.

| | | | |
|---|---|---|---|
| Brahms | 52,000 HP | no weakness | 1,000 Exp. |

### Enemies

| | | | |
|---|---|---|---|
| Demon Servant | 2,000 HP | no weakness | 1,000 Exp. |
| Lesser Vampire | 2,500 HP | no weakness | 700 Exp. |
| Vampire Lord | 5,000 HP | no weakness | 600 Exp. |

## Chapter SIX

Valkyrie should have a Seal Value of 10 at the beginning of this Chapter. If you send up Lucian and an Einherjar that fits Freya's request, it will increase to 34, but this is still low enough to merit the best ending. After sending up Lucian, the story segues into Lucian telling Valkyrie the story of himself and Platina.

## SACRED PHASE (Chapter 5-6)

**Einherjar Requested**
Hero Value 100
Brave
Sorcerer
Monster Int
Hit

**Get Materialize Points**
15,960

**Get Artifacts**
Ether Scepter
Guard Reinforce
Poison Blow
Holy wand "Adventia"
Stone Torch
Star Guard
Demon Blade

## Lost City of Dipan

**Additional Event Experience**
180,000

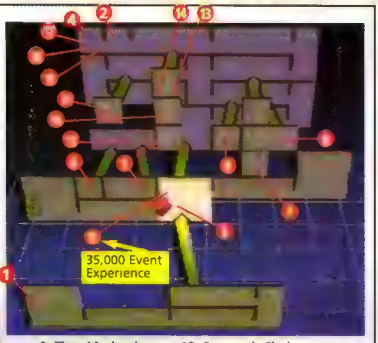
### Boss

| | | | |
|---|---|---|---|
| Dallas | 18,000 HP | no weakness | 1,000 Exp. |
| Gyne | [illegible] | [illegible] | [illegible] |
| Walther | 30,000 HP | no weakness | 40,000 Exp. |

### Mini Bosses

| | | | |
|---|---|---|---|
| Barbarossa | 62,700 HP | no weakness | 20,000 Exp. |

This area integrates both a town and a dungeon. Before you enter the city, equip Angel Curios and set up Guts for everybody, since you will immediately enter a long battle where your entire party will die several times. Also, Divine several Union Plumes and distribute Experience Orb points to your weaker members. When you enter the city, you'll battle with Barbarossa, whose "Calamity Blast" Special Attack can do up to 40,000 points of damage to each of your characters. Get in a four-combo Special Attack from the get-go. After you defeat him once, he will revive. There is no way to avoid the second battle, so keep at him with your Special Attacks. Now start walking away...he will re-generate again! Leave him alone if you don't want to enter into yet another battle. Instead, leave the area and enter Dipan Castle. Explore the castle so you can fight all the enemies and gain some experience before you enter the room with the Time Mechanism in the bottom left. After warping backwards in time, leave the castle and head into town. People will begin to drop hints that there is a hidden room in the castle. Go back inside the castle and inspect the bookcase in the room on the upper left. It will swing open to reveal the queen. After giving Barbarossa his crown back, head back inside the castle. Now you can finally, finally SAVE. There is a stained-glass window to the top left of the save point which you need to break and jump through. However, you should first go pick up all the treasures and come back to this point. Shoot a couple of crystals at the bottom of the window until they break into dust, then jump up and slash the window with your sword. Make the crystal platform again so you can jump through the hole you made.




1. Time Mechanism
2. Book with switch
3. Save Point
4. Queen
5. Eye of Heaven
6. Dark Savior
7. Ranseur
8. Triple Distress
9. Neckless Doll
10. Burgundy Flask
11. Invoke Feather
12. Estoc
13. Ether Scepter
14. Nightshade
15. Mystic Cross
16. Concentration
17. Ruin's Fate
18. Stained-glass Window

**Artifacts**

| | |
|---|---|
| Rust-Red Circlet | |
| Dragoon Tyrant | |

**Enemies**

| | | | |
|---|---|---|---|
| Harpy | 22,000 HP | Weak: Fire | 5,600 Exp. |
| Life Stealer | 25,700 HP | Weak: Lightning | 2,680 Exp. |
| Victory | 10,000 HP | Weak: Lightning | 1,600 Exp. |
| Wise Sorceror (Blue robes) | 5,600 HP | Weak: Poison | 1,800 Exp. |

## SACRED PHASE (Chapter 6-7)

**Get Materialize Points:** 18,900

**Get Artifacts**
- Ether Scepter
- Dark Savior
- Prismatic Missile
- Dampen Magic
- Tome of Alchemy
- Wand of Exchange

**Einherjar Requested**
- Hero Value 110
- Undead Int.
- High level Sorceror
- Avoid
- Resist Magic

**Mission**
Bring the Accursed Flame Gem to the Forest of Spirits and have it repaired.

## You're Going to Get the Best Ending if...

after the Sacred Phase, a scene takes place involving Lucian, Loki and Frei. If you do not see this scene immediately after the Sacred Phase, it means you will not get the best ending.

# Chapter SEVEN

| | | | |
|---|---|---|---|
| Cockatrice | 50,000 HP | Weak: Fire | 50,000 Exp. + 16,000 Event Exp. |

## Forest of Spirits

When you first enter, there is a chest with an Eye of Heaven. If you merely run all the way to the left, you will encounter an elf who will act as your guide through the forest. Another elf will inform you which tools are required to repair the Accursed Flame Gem Golden Candlestick, Silver Thread, Polar Drops and a Charm Feather.

The elf standing next to the fountain will tell Valkyrie that it isn't always flowing. Just keep going back until the fountain is filled to get the Polar Drops (16,000 Event Exp.)

**Enemies**

| | | | |
|---|---|---|---|
| Corrosive Vine | 7,000 HP | Weak: Fire | 8,000 Exp. |
| Corsair Beetle | [illegible] | [illegible] | [illegible] |
| Crustacean Monster | [illegible] | [illegible] | [illegible] |
| Mandragora | [illegible] | [illegible] | [illegible] |
| Viscous Cloud | 8,049 HP | no weakness | 2,500 Exp. |

After gathering the four tools, give them to the elf and the Flame Gem will be repaired. Open up the Artifact chest and earn 3,600 Event Experience. Leave the Forest of Spirits, then re-enter it. When you walk back to the area where the elves repaired your Accursed Flame Gem, there will be a maze that leads to another Cockatrice. From the point where the elf was standing, go down one screen, left once, then down another screen and go left. You'll automatically enter into battle.A

**Additional Event Experience:** 240,000

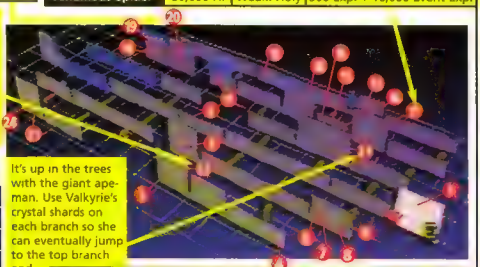
**Boss**

| | | | |
|---|---|---|---|
| Cockatrice | 50,000 HP | Weak: Fire | 50,000 Exp. |

**Artifacts**

| | |
|---|---|
| Arectaris | [illegible] |
| Elven Bow | [illegible] Event Exp. |

| | | | |
|---|---|---|---|
| Venomous Spider | 30,000 HP | Weak: Holy | 500 Exp. + 16,000 Event Exp. |



It's up in the trees with the giant apeman. Use Valkyrie's crystal shards on each branch so she can eventually jump to the top branch and battle the ape.

| | | | |
|---|---|---|---|
| Sivapithecus | 42,000 HP | Weak: Ice | 50,00 Exp. + 16,000 Event Exp. |

1. Eye of Heaven
2. Elf Guide
3. Polar Drops
4. Mystic Cross
5. Heal
6. Timer Ring
7. Dampen Magic
8. Reflect Sorcery
9. Golden Egg
10. Dampen Magic
11. Lucerne Hammer
12. Sacred Javelin
13. Wassail-Rapier
14. Lapis Lazuli
15. Golden Egg
16. Invoke Feather
17. Silver Thread
18. Sap Power
19. Golden Egg
20. Charm Feather
21. Golden Candlestick
22. Sylphan Robe
23. Arectaris
24. Elven Bow

# SACRED PHASE (Chapter 7-8)

Get Materialize Points: 21,870

**Mission**
Retrieve the Dragon Orb

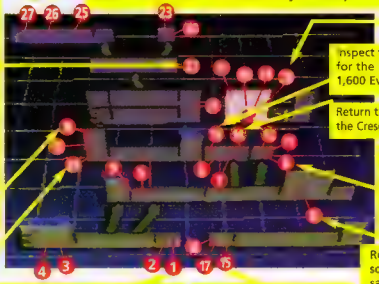
**Get Artifacts**
Ether Scepter
Sacred Javelin
Shield Critical
Might Reinforce
Last Avenger

## Palace of the Dragon

After picking up the Shield Critical, jump up to the left and enter the next room. Just wait there until the guardian approaches. When it turns around, follow it to the end of the hall. It will turn around and charge you, so be prepared to jump over it. Follow it again and it will create a hole in the wall. Go through the wall, then immediately head to the left. Create a few crystals on the wall and wait for the guardian to return. When it does, jump over it and run all the way to the other side to get the Dragon Slayer

There is one last stone to get; however, it is held by one of the guardians. Keep an eye out for the guardian and head to the middle of the room Build a crystal, then put a chest on top of it and stand on that. When the guardian charges, jump straight up. If you do this enough times, the guardian will eventually get tired and fall asleep. When the guardian stops coming by regularly, leave your perch to find it. Inspect the guardian and you will receive the Blood-Red Stone and 1,600 Event Exp. Insert the Blood-Red Stone in the statue and you'll warp to the boss dungeon.

This chest is on a ledge that cannot be reached until after defeating the boss. Remember the Gorhla Cult HQ chests? Do the same thing. Pile the chests and crystals on top of each other, and shoot crystals up against the ledge to make a crystal dust platform. From there leap to the ledge.




Inspect the picture of Death for the Darkspot Stone and 1,600 Event Exp.

Return to the statue and insert the Crescent Moon Stone.

Inspect the picture of the Wheel of Fortune for 1,600 Event Exp., then return to the statue and insert the Eclipse Stone.

Return to the statue and insert the Darkpath Stone.

When Valkyrie is prompted to operate the mechanism, choose yes. The gears will grind. Head back to the statue and insert the Darkspot Stone.

Inspect the picture of the Tower for 1,600 Event Exp. The stone is behind the picture. Put the stone inside the hole on the statue of a woman and you will warp to another dungeon.

Inspect the picture of the Chariot and receive the Darkpath Stone and 1,600 Event Exp., then return to the statue and insert the Darkspot Stone

Re-arrange the statues so they're facing the same ways they were in the Full Moon dungeon for 5,000 Event Exp. Walk inside the room to pick up the Crescent Moon Stone for 1,600 Event Exp.

Additional Event Experience: 50,000

**Boss**
Gandar is actually quite easy, despite his boasts to the contrary. If you have trouble with this battle, distribute some of your Event Experience to level up your company.

| Gandar | 35,000 HP | no weakness | 180,000 Exp. |
|---|---|---|---|

**1.** Full Moon Stone

***Items found during Full Moon***

**2.** Lapis Lazuli
**3.** Eye of Heaven
**4.** Wassail—Rapier
**5.** Lapis Lazuli
**6.** Guard Reinforce
**7.** Quartz Gem
**8.** Eclipse Stone

***Items found during Eclipse***

**9.** Ether Scepter
**10.** Crescent Moon Stone
**11.** Lucerne Hammer
**12.** Fire Storm
**13.** Darkspot Stone
**14.** Burgundy Flask

***Items found during Crescent Moon***

There is a long hallway of paintings. Inspect all the paintings and you will notice they are numbered. Then go to the end of the hall.

**15.** Darkpath Stone

***Items found during Darkspot***

**16.** Frigid Damsel

***Items found during Darkpath***

This is a hallway similar to the one in Crescent Moon, with holes where the paintings were. A statue will inform you that the youngest should go first, except for fools. This means Valkyrie needs to walk through the openings that correspond to each painting, beginning with the lowest number, and ending with the Fool. You should go through each door in the following order: Emperor, Chariot, Wheel, Hanged Man, Death, Tower, World, Fool. After walking through the last door, Valkyrie will earn 20,000 Event Exp. and a door will open at the end of the hall.

**17.** New Moon Stone
**18.** Sacred Javelin

***Items found during New Moon***

**19.** Eye of Heaven
**20.** Mechanism

***Items found during Darkspot (Second Phase)***

This is the hallway that parallels the one in the New Moon dungeon, so head back to the mechanism. You will earn 50,000 Event Exp. The items within this dungeon are guarded by moving statues that will charge Valkyrie when she gets too close and warp her into a maze if touched. The first time you should get warped on purpose, so you can earn some experience points fighting with the Dullahan Lord. Now if you just go back-and-forth between the rooms in the maze, a statue will eventually appear. Insert the Darkspot Stone and return.

**21.** Shield Critical
**22.** Dragon Slayer
**23.** Lightning Bolt
**24.** Quartz Gem
**25.** Might Reinforce
**26.** Spell Reinforce
**27.** Blood-Red Stone
**28.** Great Spear "Dinosaur"

## Enemies

| | | | |
|---|---|---|---|
| Grey Bones | 27,000 HP | no weakness | 8,000 Exp. |
| Dullahan Lord | 40,000 HP | no weakness | 120,000 Exp. |
| Mage Lord | [illegible] | [illegible] | [illegible] |
| Eternal Chimera | 40,000 HP | no weakness | 24,000 Exp. |
| Dragonewt | 20,000 HP | no weakness | 8,100 Exp. |

## Artifacts

**Dragoon Faith** 4,100 Event Exp.

**Scroll of Golem** [illegible]

**Hourglass of the Gods** [illegible]

# Weeping Lily Meadow

Enter the meadow when it is found by Valkyrie's Spiritual Concentration and you will have fulfilled the last requirement to get the best ending

## First Boss

This is by far the most difficult battle you've had so far Not only can Bloodbane kill your whole party in one shot, he can also heal himself back to full health If you chain your Special Attacks, you can eventually wear him down. Make sure your party is strong enough to wear him down past 1/2 health very quickly, otherwise he will just keep on healing himself. When Bloodbane's energy is about 1/4 full, he will begin to use his Special Attack, Gravity Blessing. This will kill your whole party every time. As long as you have an Angel Curio on everyone in your party—and Guts is set in the first slot in the Skills window—at least one of your characters will always make it through. Never let Valkyrie remain unconscious for more than three rounds, though, or the rest of your characters will die. You should not expect to defeat him the first time, so relax your deathgrip on the controller and take a few deep breaths before diving in again. After defeating Bloodbane, get the treasure behind him: the Demon Sword "Levantine."

| | | | |
|---|---|---|---|
| Bloodbane | 222,000 HP | no weakness | 200,000 Exp. |

## It's Over!

**Congratulations!** You've beaten *Valkyrie Profile* and seen the "A" ending. After the credits roll to a finish, wait a few minutes and the end will continue. If you want to get the "B" ending, just replay the game normally without being concerned about Valkyrie's Seal Rating. The "C" ending appears when your Evaluation Points drop to 0; you will then return to the World Map, where Freya will be waiting for you.

## It's Not Over...

# Seraphic Gate

No matter which mode you play, the Seraphic Gate is an extra dungeon that opens up after you beat the game once. However, the rewards inside the Seraphic Gate can only be claimed if you beat the game in Hard Mode and collect all eight of the Flame Jewels found inside the eight dungeons that are unique to Hard Mode. When these conditions are met, you can recruit three extra characters in the Seraphic Gate: Brahms, Freya and Lezard. You can also fight two optional bosses, which Enix fans should recognize from *Star Ocean 2*: Gabriel Celeste and the Iseria Queen.

# Clockwork Mansion on Loam Hill

Revolving Room—Before you enter the series of revolving rooms, inspect the doorway for clues and a scroll. When you enter the maze, press **SELECT** and the scroll will show you a basic layout of all the rooms and indicate each room's current orientation. Whenever you move into a new room, all the rooms except the room you started in and the room you moved to will rotate 90° counterclockwise. Each individual room has a different number of exits, so it will be necessary to move back and forth between rooms until the openings align with the room you're moving from. The following is just one sequence you can use to travel from the entrance to the exit.

1. Up 2
2. Right 1
3. Down 1
4. Up 1
5. Down 2
6. Up 2
7. Right 2
8. Down 1
9. Up 1
10. Down 2
11. Right 2

Note that Valkyrie is able to jump over running water by standing at the edge of a platform and leaping into the door. Also, she can hang from ladders that are sideways if you jump and press **Up**. If you make a mistake—or get trapped in a room you cannot exit—wait a few seconds and a clockwork denizen will appear to warp you back to the entrance. Clearing the maze nets you 20,000 Event Exp.

# Asgard Hill

## Enemies

| | | | |
|---|---|---|---|
| Charon | 52,000 HP | no weakness | 62,000 Exp. |
| Fire Elemental | [illegible] | [illegible] | [illegible] |
| Mind Flayer | 34,900 HP | no weakness | 53,000 Exp. |
| Phantom Lord | [illegible] | [illegible] | [illegible] |
| Ram Guardian | [illegible] | [illegible] | [illegible] |
| Vanir | 14,000 HP | Weak: Poison | 6,000 Exp. |

## Second Boss

After Bloodbane, this battle should be a breeze. Equip everyone with Freeze Check before engaging. Since Fenrir is weak against fire, make sure your mage knows a fire spell, or equip your swordsmen with Flare Baselard or the Scarlet Forge. Merely use your Special Attacks and keep your Angel Curios equipped and the battle should be over quickly.

| | | | |
|---|---|---|---|
| Fenrir | 250,000 HP | Weak: Fire | 250,000 Exp. |

## Third and Final Boss

Loki is practically invincible at this point, and you will not be able to do much damage to him. All you need to do is survive a few rounds and the scene will automatically shift into story mode. Once the story is over, you will enter into battle with Loki a second time—this time with a new weapon, the Glance Reviver. Loki will use two Special Attacks: Carnage Anthem and Dragon Orb, which will kill your party instantly. As long as your Guts are set up and you have some Angel Curios, then this battle should be no problem (even though only Valkyrie and mages can cause any significant damage). Reserve your mage to heal or revive characters.

| | | | |
|---|---|---|---|
| Loki | 400,000 HP | no weakness | 300,000 Exp. |

## For The Hard-Core Only

**At press time there wasn't enough time to go through the Normal Mode and the entire Hard Mode, but the following are answers to several of the puzzles in the first two dungeons that are unique to Hard Mode.**

# Selerno Research Facility

Vines with blue flowers react to blue perfume, red flowers to red and yellow to yellow. There are three different rooms in which to obtain the different perfumes, and another room where you can pick up an acid capsule. Since you are only able to carry one acid capsule at a time, you need to wither the plants in a specific order. If you perform these steps in sequence, you should be able to get into the upper rooms:

1. Soak yourself in the red perfume.
2. Get an acid capsule.
3. Head south and wither the red vine, then pour acid on it.
4. Go into the room to the west to get yellow perfume.
5. Head north and wither the yellow vine, then inspect the female corpse lying next to it to get the blue perfume.
6. Get another acid capsule.
7. Head to the northeast to wither the blue vine, then pour acid on it.
8. Run back to the room with the yellow perfume.
9. Head back to where the blue vine was, then head north. Wither the yellow vine.
10. Go to your right and soak yourself in red perfume.
11. Head back to the left, then climb up the yellow vine to pass over the waterfall.
12. Wither the red plant that blocks the save point and the boss.

# SELECT GAMES

**Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!**

## Pick it!

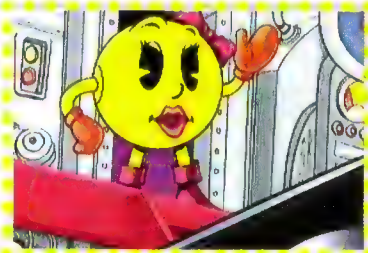
The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

## Watch for it!

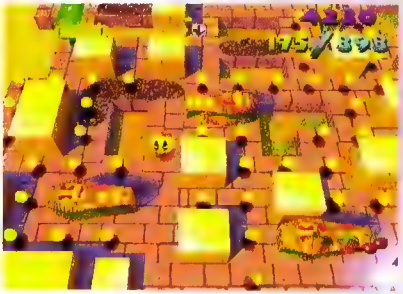
Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

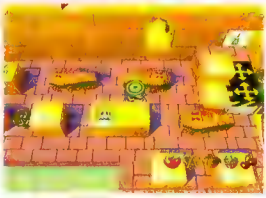
## MS. PAC-MAN MAZE MADNESS

**Namco • September • 1-4 Players**



Forget about Lara Croft ..the ultimate video-game babe, Ms. Pac-Man, is back in full 3-D glory in *Ms. Pac-Man Maze Madness*. Last year, Namco released *Pac-Man World 20th Anniversary* and brought our favorite dot-eater into a full-scale 3-D world. Ms. Pac-Man gets the same 3-D treatment for her nineteenth birthday this year. *Ms. Pac-Man Maze Madness*, however, has a more traditional element than *Pac-Man World*'s platform-style gameplay. Just like the old games, only the directional pad is used There are no jumping, dashing or special power-ups, making it a great game for all walks of life. Ms. Pac-Man must face a series of mazes while avoiding all kinds of disturbing forces, including hungry ghosts, mummies, bigfoot, centipedes, dragons and more. It's not all mindless maze wandering, however. There are many puzzles involving block pushing, explosive crates, trampolines and flying carpets. The game contains twelve stages, four hidden stages, three bonus mini-games, a Boss round and a secret Boss round. There is also a multi-player mode in which four players can engage in several challenges—including "Ghost Tag," where one player is Ms. Pac-Man and the other three are the hungry ghosts trying to stop her. "Dot Mania" allows players to compete to see who can munch the most dots. And if you want to take a break from the newfangled 3-D graphics, you can jump right into the original *Ms. Pac-Man* game! The old-school style gameplay, combined with new puzzle-solving elements makes this a brilliant title in our opinion. Nostalgists who thought *Pac-Man World* was too much of a departure from tradition will definitely be pleased with what Namco has done with *Ms. Pac-Man Maze Madness*.

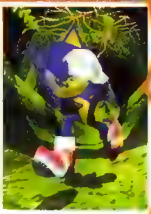


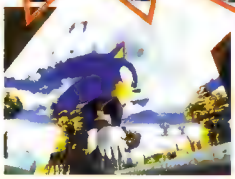


## SONIC ADVENTURE 2

**Sega • Possible in 2001 • 1 Player**

Speaking of anniversaries: The next Sonic the Hedgehog game, *Sonic Adventure 2* for the Dreamcast, will commemorate Sonic's tenth anniversary next year. There is little information regarding *Sonic Adventure 2* at the moment, but Yuji Naka's Sonic Team has released these new photos recently to get us all hyped up! It looks like there will be more evil from Dr. Robotnik and more Chao shenanigans. As you can see, *Sonic Adventure 2* will mostly take place on the streets of San Francisco. Yuji Naka just opened up a new development studio in San Francisco for his new Sonic Team USA branch. Their new neighborhood has obviously inspired some of these levels. Being the tenth anniversary of Sonic, this is going to be a huge title for Sega. We'll keep you posted!

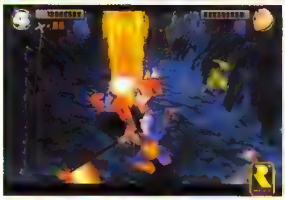


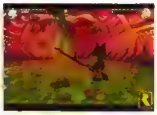


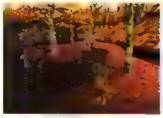
## DINOSAUR PLANET

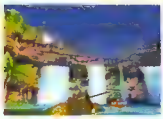
**Rare • 4th Quarter • 1-4 Players**

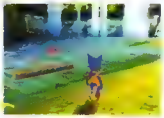
This year's big Christmas holiday game from Nintendo and Rare will be a huge epic adventure set in a world filled with every kid's favorite beasts: dinosaurs! *Dinosaur Planet* may have some of the most beautiful environments ever created for a console game. Waterfalls, mountains, valleys and rain forests sprawl across the horizon, giving players endless areas to explore. Two fox-like heroes, Sabre and Krystal, are appointed to save this dinosaur paradise from an ancient evil that threatens to destroy it all. The two characters can be switched during gameplay to solve different situations, depending on their skills. Two dinosaur sidekicks—Kyte and Tricky— will aid them in their journey. Kyte is a pterodactyl princess who can help you fly from one place to another, while Tricky is a triceratops prince who helps you out on land. The gameplay is heavily influenced by *The Legend of Zelda: Ocarina of Time*, right down to assigning different items to different buttons and the Z button targeting system. *Dinosaur Planet* will also have real-time weather effects and a continuous day and night cycle that demonstrates the passing of time. The developers at Rare, who have created big titles like *Perfect Dark* and *Donkey Kong 64*, claim that this is their most ambitious project yet. Let's hope it appears under everyone's Christmas tree!

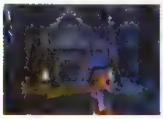


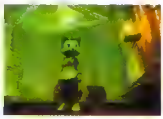












## 007 RACING

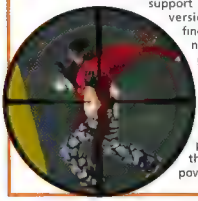
**Electronic Arts • Fall • 1-2 Players**

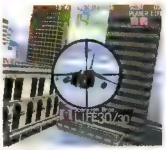
James Bond may be known for his espionage skills and smooth style, but he's also known for his fancy cars. Thanks to the zany inventor, Q, Bond gets to ride the latest sports cars specially equipped with an arsenal of deadly gadgets. *007 Racing* from EA has all the licensed cars that have appeared in various Bond movies, including the Aston Martin, Lotus Esprit and BMW. The game features fifteen mission-based levels involving pursuit, surveillance, evasion and pure destruction. Each level is inspired by scenes and moments from the most memorable Bond films. Of course, each vehicle will be armed to the teeth with various Q gadgets and weaponry so you can outsmart nemeses like Oddball and Jaws. The two-player mode allows intense head-to-head combat racing for late-night metal mashing. With the immense popularity of Bond-themed video games, *007 Racing* takes vehicular combat to a new level. Just don't wrinkle your suit.

## SILENT SCOPE

Konami • October • 1 Player

Those who have played the awesome *Silent Scope* at the arcades will be pleased to know that the game will be available at home later this year. *Silent Scope* is scheduled to be a simultaneous release for both Dreamcast and PlayStation 2 in October. We sampled both versions and can tell you that there is hardly any difference between the two, so no one will be missing out on anything! In the game, you are a counter-terrorist marksman with the task of saving the President's kidnapped daughter. Due to our current political and ethical climate, neither consoles will support a light gun peripheral like the arcade version. However, the home versions are finely tuned for the regular controllers and never did we feel that they hindered gameplay in any way. The ability to see a distant target and zoom right up close to it is simply a stunning effect. There are some humorous moments too; e.g. when you spot "babes" in the game you are awarded with bonus points! *Silent Scope* is definitely one of those games that really shows off the power of your new console.





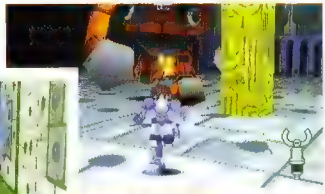
## MEGA MAN LEGENDS 2

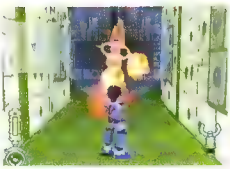
UPDATE!

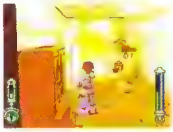
SUPER 輸入 IMPORT!

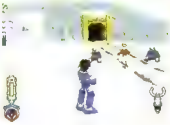
Capcom • September • 1 Player

We've said it many times before and we'll say it again: the original *Mega Man Legends* is one of the coolest, most underrated games ever released for the PlayStation. *Mega Man Legends 2* brings back all the exciting action that made the first game an instant classic. In fact, the sequel has even more action than before, with more missions, enemies and bigger and badder bosses. Like the first game, Mega Man's job is to clear out dungeons populated by reaverbots while collecting zenny so he can buy better and stronger weapons. While on the surface, Mega Man and Roll will get to explore huge worlds, interact with many inhabitants and play several different mini-games. Data, the dancing monkey robot, will also return to give you in-game hints and saving points. The new graphics are a lot more detailed and the worlds are much bigger than in the original *Mega Man Legends*. Mega Man and Roll also look taller, indicating that they have grown up a bit since their last adventure.





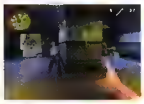


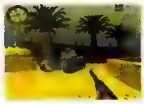


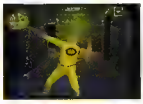
## MEDAL OF HONOR UNDERGROUND

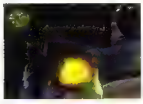
Electronic Arts • Fall • 1-2 Players

As a follow-up to the acclaimed World War II first-person shooter game *Medal of Honor*, the new *Underground* edition tells the story of Manon, a young girl of the French Resistance during the height of Nazi occupation. With the help and advice of famed authors Elizabeth McIntosh (who wrote *Sisterhood of Spies*), Margaret Weitz (author of *Sisters in the Resistance*) and actual French Resistance survivor Helene Adams-Deschamps (*Spyglass*), Dreamworks Interactive brings us closer to the plight of the unheralded women who fought in World War II. Manon's headquarters is situated in the basement of a French Bakery where she'll receive orders for missions that take her to the streets of France, North Africa, Italy, Germany and Greece. *Medal of Honor Underground* will feature new weapons, including a german sniper rifle and a pistol crossbow. Enemies will also have smarter Artificial Intelligence and will even be able to utilize motorcycles, tanks and other armored vehicles. A cool new "disguise mode" will also be featured where Manon can dress up as an ambulance driver, for example, and infiltrate German encampments.



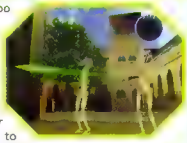




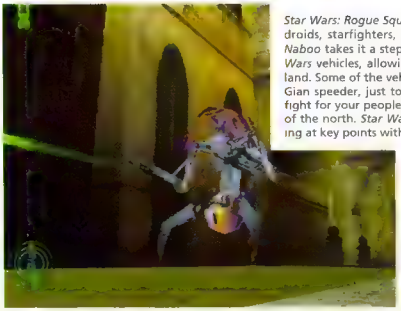


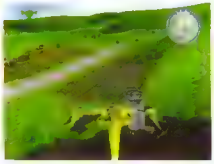
## STAR WARS: EPISODE I BATTLE FOR NABOO

LucasArts • Fall • 1-2 Players



The peace-loving folk of the planet Naboo are being attacked by the Trade Federation. A few resistance fighters have taken it upon themselves to defend the planet from the Neimoidians. *Star Wars: Episode I Battle for Naboo* is in the same style as *Star Wars: Rogue Squadron*, where players engage in battles with droids, starfighters, battle tanks and other enemies. *Battle for Naboo* takes it a step further by introducing a wide variety of *Star Wars* vehicles, allowing players to traverse terrain from air to sea to land. Some of the vehicles include the N-1 Starfighter, an armored STAP vehicle, a gunboat and a Gian speeder, just to name a few. As Lieutenant Gavyn Sykes, a young Naboo soldier, you will fight for your people's freedom from the city streets of Theed to the icy snow-capped mountains of the north. *Star Wars: Episode I Battle for Naboo* features an original plot line while intersecting at key points with the movie *The Phantom Menace*. A must for *Star Wars* heads!

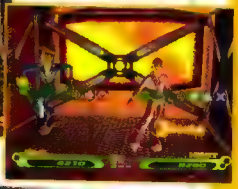




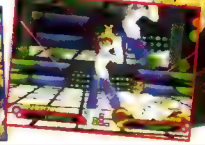
## BUST-A-GROOVE 2

UPDATE!

Enix • 3rd Quarter • 1-2 Players



When 989 Studios closed its doors to reunite with Sony Computer Entertainment, it seemed like North American gamers would never get to see a follow-up to the wickedly fun dancing game, *Bust-A-Groove*. Thanks to Enix and its new U.S. office, *Bust-A-Groove 2* is heading our way! Released more than a year ago in Japan by Enix, *Bust-A-Groove 2* will feature all-new music tracks for its stateside release. Many of the favorite dancers will be back, like Heat, Shorty, Strike, Kelly and the twin aliens, Capoeira. Some new contestants will also join the fray like Tsutomu (a professional baseball player) and Bio, Gas-O's zombie dad. Much of the gameplay is still the same; you press buttons in rhythm while trying to chain combos together so your character starts "Chillin!" or breaks into a "Freeze!" A new system called "Just a Luck System" will be incorporated where players can build up their power bars on the bottom of the screen so they can pull off even more outrageous dancing moves. Welcome back, clubbies!



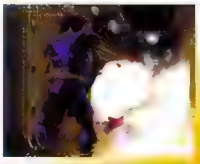
## SPAWN: IN THE DEMON'S HAND

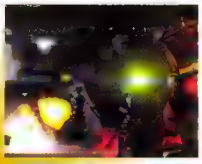
Capcom • October • 1-4 Players

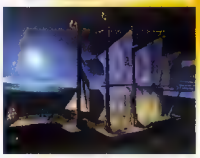
*"Feel my pain!"* The home version of Capcom's arcade rumbler, *Spawn in the Demon's Hand*, is making its way to the Dreamcast this Fall. Based on the popular comic book series, *Spawn* is a true multiplayer action game with numerous modes of play. The story of the confused hell-spawn super hero is completely irrelevant in this game; it's all about pure unadulterated action. Fans of the comic book, however, will still be pleased to see that—once they become unlocked—there are over 36 different Spawn characters to choose from! You can play as Spawn, Al Simmons, Cogliostro, Tiffany, Clown, Twitch, Redeemer, Grace, Tremor and the list goes on. You can team up with your friends or introduce computer-controlled characters to beat down villains like Vandalizer, Cy-Gor or Admonisher, to name a few, in Boss Attack Mode. You can also have two-on-two battles in Team Battle or just go into an all-out deathmatch in Battle Royal. Players can use guns, fists or special moves as they fight in huge arenas with many subsections. *Spawn: In the Demon's Hand* should be just in time for Halloween.

## UNREAL TOURNAMENT

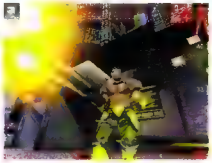
**Infogrames • October • 1-2 Players**

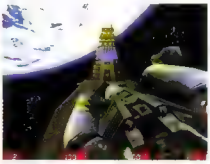






One of the most anticipated Playstation 2 games this year is *Unreal Tournament*, an extremely popular first-person shooter game on the PC. *Unreal Tournament* focuses on one element: competition. There is no single-player adventure as in the original *Unreal*. There are several modes of competition, however, including Deathmatch, Team Deathmatch, Capture the Flag, Domination and Assault. What makes *Unreal Tournament* a classic in many people's eyes is the fast-paced, no-nonsense gameplay which keeps you coming back again and again. The extremely balanced weapons are also a big part of its popularity, which is why it has come to be known as the "*Quake* killer". The PlayStation 2 version will be Internet-ready, so you can log on and start racking up a death toll, even against other lousy PC users. The game can be played with the PlayStation 2 controller or with the new keyboard and mouse peripheral for the console. PC ports are often the bane of many console players, but *Unreal Tournament* is certainly a game that deserves to be enjoyed by the masses.





## ETERNAL DARKNESS

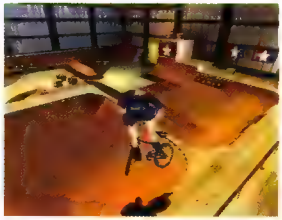
**Nintendo • October • 1 Player**

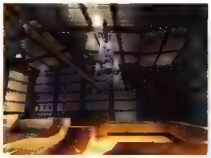
*Eternal Darkness* is described as a "survival horror" type of game, which in English means "Hoo boy, another *Resident Evil* clone." It's developed by Silicon Knights, developer of the original *Legacy of Kain*. Continuing Nintendo's recent gratuitous violence streak, the game boasts a variety of gruesome ways for the player's character to hack and blow apart zombies and other monsters. One of the major features of the game is that you'll be controlling different characters at different periods in time, from the 14th Century to the post World War I era. As is usual in games like this, you'll find plenty of puzzles to solve and evil creatures to destroy. And yes, it's M rated.

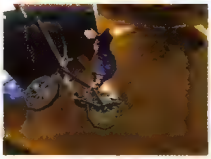
## MAT HOFFMAN'S PRO BMX

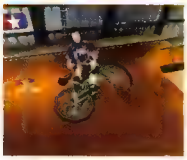
**Activision • 3rd Quarter • 1-2 Players**

Developed by Runecraft, Ltd., *Mat Hoffman's Pro BMX* is the latest effort to capitalize on the *Tony Hawk's Pro Skater* craze. What does one have to do with the other? Well, this game uses an "enhanced" version of Neversoft's skateboarding game engine. In other words, it's just like *Tony Hawk's Pro Skater*, but with a bike. You can go up ramps, do tricks, chain together moves, etc. There are eight courses in all, plus a course editor where you can save your custom-made level onto a memory card. As usual, there are the "Single Session" and career modes of play, including a variety of two-player games.





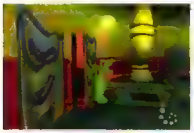


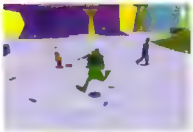


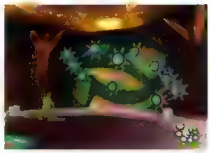
## THE GRINCH

**Konami • October • 1 Player**

*The Grinch* is a new action/adventure game developed by Universal Interactive Studios. It's a tie-in with this fall's live-action movie, *Dr. Seuss' How The Grinch Stole Christmas!*, directed by Ron Howard. Relive the classic 1957 tale as you play the part of The Grinch himself, running around Whoville and stealing gifts. Max the Dog also appears in the game as a sidekick. He can find and explore secret areas, warn you if there's something dangerous ahead, or distract any innocent Who that might be lurking about. Check it out this fall!



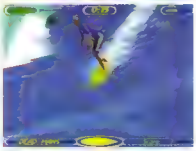


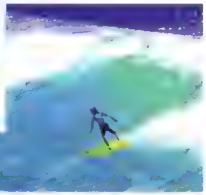


THE GRINCH

## PRO SURFER

**Mattel • November • 1-2 Players**

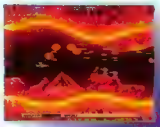


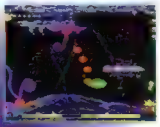


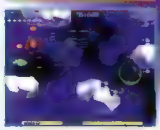
Mattel Interactive is slamming its way to the Sega Dreamcast with *Pro Surfer* (working title), the first authentic surfing action arcade game. *Pro Surfer* brings back memories of the good ol' days of the Nintendo Entertainment System and *T&C Surf Designs*. The game allows you to choose from a variety of different surfing locations, each with it's own specific beach "condition." Multiple gameplay modes including Arcade, Championship, King of the Wave and Free Surf mode attract recurring gameplay, along with a special Trick Attack mode so you can show everyone who really is king of the beach! The most advanced surfing game ever created; look for *Pro Surfer* this fall on Dreamcast and PlayStation.

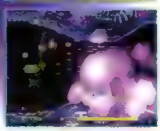
## GRADIUS III & IV

**Konami • 3rd Quarter • 1-2 Players**









Finally! It seems quite uncharacteristic of Konami to release a game like this in North America, considering the dozens of super-cool games that the company publishes in Japan only. Let's hope this is a sign that more of Konami of Japan's games will be translated and ported stateside. Many of you may have played *Gradius III* on the Super NES. Included on this disc is the arcade version of the game, which contains stages and enemies that never appeared on the Super NES. *Gradius III* is ten years old—and it shows—but it is a nice bonus to have, and it includes a really neat feature that lets you adjust the amount of slowdown in the game! But *Gradius IV* is where the real meat is. In Japan, the game is known for its high degree of difficulty and the fact that you have to progress a couple stages into the game before you see its most impressive graphics. No doubt, *Gradius* is practically designed for shooter experts. However, for the domestic release, a new "Easy Mode" will be added so that those without cyborg-like reflexes can also play the game. And the graphics are incredible indeed, consisting mostly of 2-D sprites and backgrounds with 3-D effects. This is one of the first 2-D shooting games to use the high-resolution mode (640 x 480) throughout the whole game, and it really makes an enormous impact on the quality and detail of the graphics. If you're a 2-D shooter fan, support the cause and buy it this fall!

## BLITZ 2001

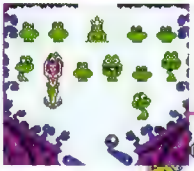
**Midway • 3rd Quarter • 1-4 Players**

Headed back just in time for football season is Midway's franchise football game with an updated set of rosters, playbooks and all-new bone-crushing hits! The *Blitz* playbook has been revamped and the graphics of the playing fields and actual on-screen characters have been altered as well. Choose from Season, Arcade or Tournament mode, design your own plays and cheat, beat, pummel, mash, decapitate—well, sort of!—your way to victory! All current 2000-01 roster are intact for this upgrade to the number one arcade smash hit. Pick this one up in early Fall to avoid the rush!

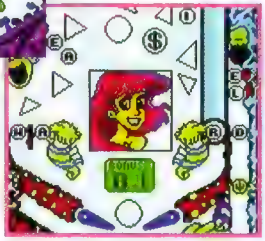
## THE LITTLE MERMAID 2: PINBALL FRENZY

GAME BOY COLOR

Nintendo • December • 1-4 Players



*Pokémon Pinball* must have been a hit on the Game Boy, 'cause Nintendo is coming right back at you with another portable pinball package. *The Little Mermaid 2: Pinball Frenzy* offers two different tables and 16 mini games, all inspired by the adventures of Ariel from the Disney movies and TV series. Expect to hear plenty of jaunty, "Under the Sea"-style calypso tunes as background music and look for the playfield parts to resemble characters and items from *The Little Mermaid*.



## BUFFY THE VAMPIRE SLAYER

GAME BOY COLOR

THQ • Fall • 1 Player

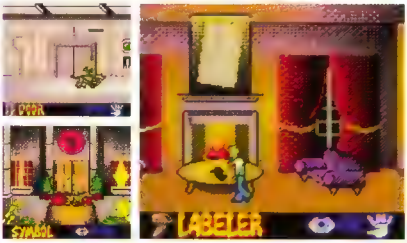
If you're one of those next-generation slackers who watch nothing but the W.B. and read magazines like *Maxim*...well, you're not going to find any half-naked pictures of Sarah Michelle Gellar in *Tips & Tricks*, but we'll be happy to tell you what we know about the new *Buffy the Vampire Slayer* Game Pak for Game Boy Color. You play as Buffy herself as she battles the demons who have descended upon UC Sunnydale during the school's Multicultural Week celebration. The game's 13 levels are all based on familiar locations from the TV series—Sunnydale Mall, the cemetery, Buffy's dorm room, etc.—and are populated by Willow, Xander, Giles and the rest of the main cast.

## SCOOBY-DOO! CLASSIC CREEP CAPERS

GAME BOY COLOR

THQ • Fall • 1 Player

*Classic Creep Capers* (working title) features the original Scooby-Doo gang with no Scrappy-Doo hanging around for dopey atmosphere. With more than 20 levels to explore, the game is actually based on the "Nowhere to Hyde" episode of the original cartoon show. In it, the gang tries to unravel the secrets of a mysterious town's jewel robberies and unusual suspects. You'll solve puzzles, run from spooks and even gulp down yummy Scooby Snacks as you search for clues and hidden bonus areas in the creepy mansion of the shady Dr. Jekyl. Developed by Digital Eclipse




## SPIDER-MAN

GAME BOY COLOR

Activision • Fall • 1 Player

To complement its new *Spider-Man* game for the PlayStation, Activision has hired developer Vicarious Visions (*Polaris Snocross*, *Zebco Fishing*) to bring your friendly, neighborhood Spider-Man back for his sixth appearance on the Game Boy. It may look like a typical side-scrolling adventure, but it's much more; all of the stages are interconnected, and our hero can go back and forth through the levels at any time to find power-ups and fight more bad guys. The game sticks to Marvel's source material like Spidey sticks to walls; look for bad guys like Venom, Carnage and Doctor Octopus to keep the web-slinger true to his comic-book roots.

# GAME TRACK!

**Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.***

| | | |
|---|---|---|
| | Aidyn Chronicles: The First Mage | THQ |
| | Army Men: Sarge's Heroes 2 | 3DO |
| | Big Mountain 2000 | Southpeak |
| | F-1 Championship '99 | Ubi Soft |
| | International Track & Field | Konami |
| | Looney Tunes: Duck Dodgers | Infogrames |
| | Looney Tunes: Taz Express | Infogrames |
| | Mia Hamm 64 Soccer | SouthPeak |
| | NFL Blitz 2001 | Midway |
| | Ogre Battle 64: Person of Lordly Caliber | Atlus |
| | Pokémon Puzzle League | Nintendo |
| | Polaris Snocross 2001 | Vatical |
| | Power Rangers Lightspeed Rescue | THQ |
| | San Francisco Rush 2049 | Midway |
| | Seadoo Hydrocross 2001 | Vatical |
| | Super Bowling | Tommo |
| | VR Powerboat | Vatical |
| | Winnie the Pooh | Mattel |
| | ECW: Anarchy Rulz | Acclaim |
| | Indiana Jones and the Infernal Machine | Lucasarts |
| | Star Wars: Battle for Naboo | Lucasarts |
| | Batman Beyond | Kemco |
| | Caesar's Palace | Crave |
| | Cruis'n Exotica | Midway |
| | The Legend of Zelda: Majora's Mask | Nintendo |
| | Rugrats In Paris: The Movie | THQ |
| | Scooby Doo! Classic Creeper Capers | THQ |
| | World League Soccer | Southpeak |
| | WWF: No Mercy | THQ |
| | Banjo-Tooie | Rare |
| | Blues Brothers 2000 | Titus |
| | Donald Duck | Ubi Soft |
| | Eternal Darkness | Nintendo |
| | Hercules: The Legendary Journeys | Titus |
| | Hey You, Pikachu! • | Nintendo |
| | The Jungle Book | Ubi Soft |
| | Mega Man 64 | Capcom |
| | Mickey's Speedway USA | Nintendo |
| | Midway's Greatest Arcade Hits V. 1 | Midway |
| | Ms. Pac-Man Maze Madness | Namco |
| | Ready 2 Rumble Boxing: Round 2 | Midway |
| | Spider-Man | Activision |
| | Star Wars: Demolition | LucasArts |
| | Tom & Jerry | Mattel |
| | V.I.P. | Ubi Soft |
| | The World is Not Enough | EA |
| | Paper Mario | Nintendo |
| | Conker's Bad Fur Day | Nintendo |
| | Dinosaur Planet | Nintendo |

## PLAYSTATION SEPTEMBER

| | | |
|---|---|---|
| 1 | Action Man | Hasbro |
| 2 | Alien Resurrection | Fox |
| 3 | Army Men Air Attack 2 | 3DO |
| 4 | Bomberman Party Edition • | Vatical |
| 5 | Breakout | Hasbro |
| 6 | Breath of Fire IV • | Capcom |
| 7 | Buzz Lightyear of Star Command | Activision |
| 8 | Championship Motocross 2001 | THQ |
| 9 | Dave Mirra Free Style BMX | Acclaim |
| 10 | Destruction Derby Raw | Midway |
| 11 | Dragon Tales | Mattel |
| 12 | Earth Worm Jim | Interplay |
| 13 | Elmo In Grouchland | Mindscape |
| 14 | ESPN: Bass Fishing | THQ |
| 15 | ESPN: MLS Gamenight | Konami |
| 16 | F-1 Championship '99 | Ubi Soft |
| 17 | Family Fued 2 | Hasbro |
| 18 | Ford Racing | Take 2 |
| 19 | Frogger 2 | Hasbro |
| 20 | Galaga | Hasbro |
| 21 | Harvest Moon: Back to Nature • | Crave |
| 22 | In Cold Blood | Midway |
| 23 | Jeopardy 2 | Hasbro |
| 24 | Major League Soccer | Konami |
| 25 | Mega Man Legends 2 • | Capcom |
| 26 | Micro Maniacs | Codemasters |
| 27 | Ms. Pac-Man Maze Madness | Namco |
| 28 | MTV Sports: Pure Ride | THQ |
| 29 | MTV Sports: Skateboarding | THQ |
| 30 | NFL Blitz 2001 | Midway |
| 31 | NASCAR 2001 | EA |
| 32 | NHL 2001 | EA |
| 33 | NHL Faceoff 2001 | Sony |
| 34 | Nickelodeon's Cat Dog | Hasbro |
| 35 | Panzer General Assault | Mindscape |
| 36 | Parasite Eve 2 | Square/EA |
| 37 | Polaris Snocross 2001 | Vatical |
| 38 | Power Rangers Lightspeed Rescue | THQ |
| 39 | Ray Crisis • | Working Designs |
| 40 | Rayman 2 | Ubi Soft |
| 41 | Scooby Doo! Classic Creep Capers | THQ |
| 42 | Sea-doo Hydrocross | Vatical |
| 43 | Sesame Street Games | Mattel |
| 44 | Speedball 2001 | Take 2 |
| 45 | Team Buddies | Midway |
| 46 | Tonka Space Station | Hasbro |
| 47 | Tony Hawk's Pro Skater 2 | Activision |
| 48 | Torneko: The Last Hope • | Enix |
| 49 | Wacky Races | Infogrames |
| 50 | Wheel of Fortune 2 | Hasbro |
| 51 | World Destruction League Thunder Tan | 3DO |

## OCTOBER

| | | |
|---|---|---|
| 52 | Army Men Sarge's Heroes 2 | 3DO |
| 53 | Arthur! Ready to Race | Mattel |
| 54 | Batman Racing | Ubi Soft |
| 55 | Battleship 2 | Hasbro |
| 56 | Blue's Clues Big Musical Movie | Mattel |
| 57 | Championship Motocross 2001 | THQ |
| 58 | Darkstone 2 | Take 2 |
| 59 | Dino Crisis 2 | Capcom |
| 60 | Donald Duck | Ubi Soft |
| 61 | Dragon Valor • | Namco |
| 62 | Evil Dead: Hail to the King | THQ |
| 63 | FIFA 2001 | EA |
| 64 | Flintstones "Bedrock" Bowling | Southpeak |
| 65 | The Grinch | Konami |
| 66 | HBO Boxing | Acclaim |
| 67 | Jungle Book | Ubi Soft |
| 68 | Knockout Kings 2001 | EA |
| 69 | Lego Stunt Rally | Lego Media |
| 70 | Lunar 2: Eternal Blue • | Working Designs |
| 71 | Martian Gothic | Take 2 |
| 72 | Mary-Kate and Ashley's Magical Mystery Mall | Acclaim |
| 73 | Mike Tyson Boxing | Codemasters |
| 74 | Mort the Chicken | EA |
| 75 | MTV Sports: Ultimate BMX | THQ |
| 76 | Muppets Monster Adventure | Midway |
| 77 | Muppet Race Mania | Midway |
| 78 | NASCAR Heat | Hasbro |
| 79 | NASCAR Racers | Hasbro |
| 80 | NBA Shootout 2001 | Sony |
| 81 | NBA Live 2001 | EA |
| 82 | Rescue Heroes Molten Menace | Mattel |
| 83 | Rollcage Stage 2 | Midway |
| 84 | RPG Maker • | Agetec |
| 85 | Rugrats In Paris: The Movie | THQ |
| 86 | Sheep | Take2 |
| 87 | Tom & Jerry House Trap | Mattel |
| 88 | Ultimate Fighting Championship | Crave |
| 89 | Vampire Hunter D • | Jaleco |
| 90 | Wild Thornberry's | Mattel |
| 91 | Winnie the Pooh | Mattel |

* Publishers, please contact us with updates and/or corrections
• Denotes that the game is available as an import at press time

GAME TRACK!

## PLAYSTATION OCTOBER (continued)

| | | |
|---|---|---|
| 92 | Worms Pinball | Infogrames |
| 93 | Woody Woodpecker Racing | Konami |
| 94 | WTC World Championship Racing | Codemasters |
| 95 | WWF Smackdown! 2 | THQ |
| 96 | You Don't Know Jack V. 2 | Berkeley Systems |

## NOVEMBER

| | | |
|---|---|---|
| 97 | 007 Racing | EA |
| 98 | 102 Dalmations: Puppies to the Rescue | Eidos |
| 99 | Arc the Lad Collection • | Working Designs |
| 100 | Army Men Kids Action | 3DO |
| 101 | Army Men World War Land, Sea and Air | 3DO |
| 102 | Batman Racing | Ubi Soft |
| 103 | Billabong Pro Surfer | Mattel |
| 104 | Blade | Activision |
| 105 | Chicken Run | Activision |
| 106 | Colin McRae 2 | Sony |
| 107 | Cool Boarders 2001 | Sony |
| 108 | Crash Bash | Sony |
| 109 | Disney's The Emperor's New Groove | Sony |
| 110 | Duke's of Hazzard 2 | Southpeak |
| 111 | F-1 World Grand Prix 2000 | Eidos |
| 112 | Final Fantasy IX • | Square/EA |
| 113 | Formula 1 2000 | Midway |
| 114 | Freestyle Motocross: McGrath vs. Pastra | Acclaim |
| 115 | Goofy's Fun House | Mattel |
| 116 | Hidden and Dangerous | Take 2 |
| 117 | Hot Wheels Extreme XTR Racing | Mattel |
| 118 | Inspector Gadget | Ubi Soft |
| 119 | Mat Hoffman's Pro BMX | Activision |
| 120 | March Madness 2001 | EA |
| 121 | Mega Man X5 • | Capcom |
| 122 | The Mummy | Konami |
| 123 | NCAA Final Four 2001 | Sony |
| 124 | Nicktoons Racing | Hasbro |
| 125 | Persona 2 • | Atlus |
| 126 | Rainbow Six: Rogue Spear | Red Storm |
| 127 | Ready 2 Rumble Boxing: Round 2 | Midway |
| 128 | The Road to El Dorado | Ubi Soft |
| 129 | Rock 'em Sock 'em Robots Arena | Mattel |
| 130 | Sabrina, The Teenage Witch | Berkeley Systems |
| 131 | Spyro: Year of the Dragon | Sony |
| 132 | Star Wars: Demolition | LucasArts |
| 133 | Tiger Woods PGA Tour 2001 | EA |
| 134 | Tomb Raider 5 | Eidos |
| 135 | V.I.P. | Ubi Soft |
| 136 | Warriors of Might & Magic | 3DO |
| 137 | Woody Woodpecker Racing | Hasbro |
| 138 | The World is Not Enough | EA |
| 139 | X-Men: Mutant Wars | Activision |

## DECEMBER

| | | |
|---|---|---|
| 140 | Blade Arts | Enix |
| 141 | Deuce | Midway |
| 142 | The Lion King: Simba's Mighty Adventure | Activision |
| 143 | Super Cross 2001 | EA |

## PLAYSTATION 2 OCTOBER

| | | |
|---|---|---|
| 1 | Big SSX Snowboarding • | EA |
| 2 | Dark Cloud • | Sony |
| 3 | Digimon World 2 | Bandai |
| 4 | Driving Emotion Type-S • | Square/EA |
| 5 | Dynasty Warriors 2 • | Koei |
| 6 | ESPN: International Track & Field | Konami |
| 7 | Fantavision • | Sony |
| 8 | Gran Turismo 2000 | Sony |
| 9 | ICO | Sony |
| 10 | Kessen • | EA |
| 11 | Madden NFL 2001 | EA |
| 12 | NFL GameDay 2001 | Sony |
| 13 | Ridge Racer V • | Namco |
| 14 | Ready 2 Rumble Boxing: Round 2 | Midway |
| 15 | Roadsters Trophy | Interplay |
| 16 | Sidewinder | Interplay |
| 17 | Silent Scope | Konami |
| 18 | Smuggler's Run | Rockstar |
| 19 | Street Fighter EX3 • | Capcom |
| 20 | Summoner | THQ |
| 21 | Tekken Tag Tournament • | Namco |
| 22 | Time Splitters | Eidos |
| 23 | The World is Not Enough | EA |

## NOVEMBER

| | | |
|---|---|---|
| 24 | Armored Core 2 | Agetec |
| 25 | The Bouncer | Square/EA |
| 26 | Disney's Jungle Book | Ubi Soft |
| 27 | Donald Duck | Ubi Soft |
| 28 | ESPN: NBA 2Night | Konami |
| 29 | ESPN: NFL Prime Time | Konami |
| 30 | ESPN: X Games Snowboarding | Konami |
| 31 | Eternal Ring • | Agetec |
| 32 | Evergrace • | Agetec |
| 33 | F-1 2001 | EA |
| 34 | FIFA 2001 Major League Soccer • | EA |
| 35 | Gauntlet Dark Legacy | Midway |
| 36 | Gradius III & IV • | Konami |
| 37 | Kengo: Master of the Bushido | Crave |
| 38 | Knockout Kings 20001 | EA |
| 39 | Midnight Club: Street Racing | Rockstar |
| 40 | NHL 2001 | EA |
| 41 | Off-Road Thunder | Midway |
| 42 | Onimusha Warlords | Capcom |
| 43 | Project Eden | Eidos |
| 44 | Rayman 2 | Ubi Soft |
| 45 | Star Wars Starfighter | LucasArts |
| 46 | Tiger Woods PGA Tour 2001 | EA |
| 47 | Wipeout Fusion | Sony |
| 48 | X-Squad | EA |

## DECEMBER

| | | |
|---|---|---|
| 49 | Age of Empires II | Konami |
| 50 | Carrier | Jaleco |
| 51 | Fury | Midway |
| 52 | Galleon | Interplay |
| 53 | NBA Live 2001 | EA |
| 54 | Oni | Rockstar |
| 55 | Orphen • | Activision |
| 56 | Outlaw Off-Road | Interplay |
| 57 | Top Gun | Interplay |
| 58 | V'Room | Interplay |

## 1ST QUARTER 2001

| | | |
|---|---|---|
| 59 | Gunslinger | Activision |
| 60 | Moto GP | Namco |
| 61 | NBA Showtime | Midway |
| 62 | Oddworld: Munch's Oddysee | Infogrames |
| 63 | Seven Blades | Konami |
| 64 | Sled Storm 2 | EA |
| 65 | Star Wars: Super Bombad Racing | LucasArts |
| 66 | Unreal Tournament | Infogrames |

## [illegible]

| | | |
|---|---|---|
| | 4 X 4 Evolution | G.O.D. |
| | Bang! Gun Ship Elite | Red Storm |
| | Buzz Lightyear of Star Command | Activision |
| | Cannon Spike | Capcom |
| | ESPN: International Track & Field | Konami |
| | F-1 Championship | Ubi Soft |
| | F355 Challenge | Acclaim |
| | Half-Life | Berkeley Systems |
| | Legend of the Blade Master | Ripcord |
| | MTV Sports: Skateboarding | THQ |
| | NFL 2K1 | Sega |
| | NFL Blitz 2001 | Midway |
| | Power Stone 2 • | Capcom |
| | San Francisco Rush 2049 | Midway |
| | Sega Marine Fishing | Sega |
| | Star Wars: Jedi Power Battles | LucasArts |
| | Street Fighter III: Third Strike | Capcom |
| | Tokyo Extreme Racer 2 • | Crave |
| | Viva Soccer | Interplay |

## 3RD QUARTER 2001

| | | |
|---|---|---|
| | GunBird 2 • | Capcom |
| | Super Runabout • | Interplay |
| | Test Drive V-Rally | Infogrames |

## [illegible]

| | | |
|---|---|---|
| | Austin Powers: Mojo Rally | Rockstar |
| | Dark Angel: Vampire Apocalypse | Metro3D |
| | Dogs of War | Rockstar |
| | Evil Dead: Hail to the King | THQ |
| | ESPN: NBA 2Night | Konami |
| | Grand Prix 4 | Hasbro |
| | The Grinch | Konami |
| | Messiah | Interplay |
| | Metropolis Street Racer | Sega |
| | Ms. Pac-Man Maze Madness | Namco |
| | NBA 2K1 | Sega |
| | Peace Makers | Ubi Soft |
| | POD II | Ubi Soft |
| | Pro Pinball Collection | Take 2 |
| | Quake III Arena | Sega |

| | |
|---|---|
| Silent Scope | Konami |
| Spawn | Capcom |
| Spec Ops M.O.U.T. 2025 | Ripcord |
| Starlancer | Crave |
| Star Trek New Worlds | Interplay |
| Stupid Invaders | Ubi Soft |
| Who Wants To Be a Millionaire? | Berkeley Systems |

| | |
|---|---|
| 102 Dalmations: Puppies to the Rescue | Eidos |
| Arcatera | Ubi Soft |
| Army Men: Sarge's Heroes | Midway |
| Ball Breakers | Take 2 |
| Capcom vs. SNK: Millennium Fight 2000 | Capcom |
| Dave Mirra Free Style BMX | Acclaim |
| Deer Avenger | Berkeley Systems |
| Disney's Dinosaur | Ubi Soft |
| Dragon Rider | Ubi Soft |
| ECW: Anarchy Rulz | Acclaim |
| ESPN: Baseball 2Night | Konami |
| Evil Twin | Ubi Soft |
| Gorka Morka | Ripcord |
| Heroes of Might & Magic | Ubi Soft |
| Hoyle Casino | Berkeley Systems |
| Jet Grind Radio | Sega |
| Mat Hoffman's Pro BMX | Activision |
| Microsoft Combat Flight Simulator | Konami |
| Midway's Greatest Arcade Hits V. II | Midway |
| Midway's Greatest Arcade Hits V. III | Midway |
| Monster Breeder | Tommo |
| The Mummy | Konami |
| Polaris Snocross | Vatical |
| Quest of the Blade Master | Ripcord |
| Ready 2 Rumble Boxing: Round 2 | Midway |
| The Road to El Dorado | Ubi Soft |
| Shenmue | Sega |
| Skies of Arcadia | Sega |
| Sno-Cross Championship Racing | Crave |
| Soldier of Fortune | Crave |
| Sonic Shuffle | Sega |
| Speed Devils 2 | Ubi Soft |
| System Shock 2 | Vatical |
| Tony Hawk's Pro Skater 2 | Crave |
| Tomb Raider 5 | Eidos |
| V.I.P. | Ubi Soft |

| | |
|---|---|
| Age of Empires II | Konami |
| Armada 2 | Metro 3D |
| Grandia 2 | Ubi Soft |
| Max Steel | Mattel |
| Playmobil Hype | Ubi Soft |
| S.W.A.T. 3D | Berkeley Systems |

| | |
|---|---|
| 18 Wheeler Pro Trucker | Sega |
| Alien Front | Sega |
| IllBleed | Sega |
| Samba De Amigo | Sega |

## GAME BOY COLOR

### SEPTEMBER

| | | |
|---|---|---|
| 1 | Animorphs | Ubi Soft |
| 2 | Army Men 2 | 3DO |
| 3 | Arthur's Absolutely Fun Day | Mattel |
| 4 | Blue's Big Musical Movie | Mattel |
| 5 | Bust-A-Move Millenium | Acclaim |
| 6 | Buffy the Vampire Slayer | THQ |
| 7 | Championship Motocross 2001 | THQ |
| 8 | Cannon Fodder | Codemasters |
| 9 | Doug Quailman to the Rescue | Mattel |
| 10 | Dragon Tales | Mattel |
| 11 | F-1 World Championship '99 | Ubi Soft |
| 12 | Gobs of Games | 3DO |
| 13 | Hercules: The Legendary Journeys | Titus |
| 14 | Hoyle Card | Havas |
| 15 | Hoyle Casino | Havas |
| 16 | Lemmings Revolution | Take 2 |
| 17 | The Little Mermaid 2: Puzzle Frenzy | Nintendo |
| 18 | Mia Hamm Soccer | SouthPeak |
| 19 | Micro Machines V3 | THQ |
| 20 | Microsoft Best of Entertainment Pak | Electro Source |
| 21 | Mission Bravo | Mattel |
| 22 | Monster Rancher Explorer | Tecmo |
| 23 | MTV Sports: Ultimate BMX | THQ |
| 24 | NBA Live 2001 | EA |
| 25 | NFL Blitz 2001 | Midway |
| 26 | Perfect Dark | Nintendo |
| 27 | Racin' Rats | Mattel |
| 28 | Rambler | Mattel |
| 29 | Rocky Mountain Trophy Hunter | Infogrames |
| 30 | San Francisco Rush 2049 | Midway |
| 31 | Scooby Doo! Classic Creep Capers | THQ |
| 32 | Seadoo Hydrocross | Vatical |
| 33 | TOCA Touring Car Championship | Southpeak |
| 34 | Tom & Jerry | Mattel |
| 35 | T-Tex | Eidos |
| 36 | VR Powerboat | Vatical |
| 37 | Who Wants To Be a Millionaire? | THQ |
| 38 | Xena | Titus |

### 3RD QUARTER

| | | |
|---|---|---|
| 39 | Daikatana Adventures | Kemco |
| 40 | Legend of Zelda: Mystical Seeds of Power | Nintendo |
| 41 | Legend of Zelda: Mystical Seeds of Courage | Nintendo |
| 42 | Lost Treasures of the Acropolis | Saffire |
| 43 | MTV Sports: Skateboarding | THQ |
| 44 | Roswell Conspiracies | Red Storm |
| 45 | Star Trek Invasion | Activision |

### OCTOBER

| | | |
|---|---|---|
| 46 | Airforce Delta | Konami |
| 47 | Batman Racing | Ubi Soft |
| 48 | Barbie Pet Rescue | Mattel |
| 49 | Blues Clues | Mattel |
| 50 | Brunswick Pro Pool | THQ |
| 51 | Buzz Lightyear of Star Command | Activision |
| 52 | Cruis'n Exotica | Midway |
| 53 | Cyber Tiger | Acclaim |
| 54 | Dave Mirra Freestyle BMX | Accclaim |
| 55 | Gauntlet Legends | Midway |
| 56 | The Grinch | Konami |
| 57 | Harvest Moon 2 | Crave |
| 58 | Lufia • | Crave |
| 59 | Microsoft Pinball Arcade | Electro Source |
| 60 | NBA Jam 2001 | Acclaim |
| 61 | Pokémon Gold • | Nintendo |
| 62 | Pokémon Silver • | Nintendo |
| 63 | Rocketts Sleep Over | Mattel |
| 64 | Rugrats In Paris: The Movie | THQ |
| 65 | Sabrina The Teenage Witch | Havas |
| 66 | Sesame Street Sports | New Kid Co. |
| 67 | World Destruction League | 3DO |

### NOVEMBER

| | | |
|---|---|---|
| 68 | Army Men: Air Combat | 3DO |
| 69 | Army Men: Sarge's Heroes 2 | 3DO |
| 70 | Barbie Magic Genie | Mattel |
| 71 | Blade | Activision |
| 72 | Donald Duck | Ubi Soft |
| 73 | Donkey Kong Country • | Nintendo |
| 74 | Dukes of Hazzard | Southpeak |
| 75 | ESPN: NBA 2Night | Konami |
| 76 | FIFA 2001 | EA |
| 77 | Godzilla 2 | Crave |
| 78 | Inspector Gadget | Ubi Soft |
| 79 | Jungle Book | Ubi Soft |
| 80 | Lego Action | Lego |
| 81 | Lego Racers | Lego |
| 82 | Lego Stunt Rally | Lego |
| 83 | Madden NFL 2001 | EA |
| 84 | Mat Hoffman's Pro BMX | Activision |
| 85 | The Mummy | Konami |
| 86 | Pokémon Puzzle League | Nintendo |
| 87 | Ready 2 Rumble Boxing: Round 2 | Midway |
| 88 | Surfing | Ubi Soft |
| 89 | Tech Deck Skateboarding | Activision |
| 90 | Tony Hawk's Pro Skater 2 | Activision |
| 91 | Ultimate Fighting Championship | Crave |
| 92 | V.I.P. | Ubi Soft |
| 93 | Warriors of Might & Magic | 3DO |
| 94 | Woody Woodpecker Racing | Konami |
| 95 | The World Is Not Enough | EA |
| 96 | X-Men Mutant Wars | Activision |

### DECEMBER

| | | |
|---|---|---|
| 97 | Alice in Wonderland | Nintendo |
| 98 | Aliens: Thenatos Encounter | THQ |
| 99 | Croc 2 | THQ |
| 100 | Kirby's Tilt 'n Tumble • | Nintendo |
| 101 | The Lion King: Simba's Mighty Adventure | Activision |
| 102 | Mega Man Xtreme | Capcom |
| 103 | Metal Walker | Capcom |
| 104 | MTV Sports: Pure Ride | THQ |
| 105 | Ronaldo V Soccer | Infogrames |
| 106 | The Simpsons | THQ |

*Stage Select*
At the "Fik's Journey" screen, hold C⊕ and press the R button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

*Extra Tracks & Vehicles*
Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the C⊕ button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

*Turbo Start*
At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

*Turbo Boost*
During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

*Stage Select*
When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, C⊕, **Left**, C⊕, **Down**, C⊕, **Right**, C⊕, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

*Secret Character: Mao Mao*
Wait for the words "Press Start Button" to appear on the title screen, then press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

*Secret Character: Spanky*
To access another secret character, you must complete the following requirements:
1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing"
2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this lets you play the Desert stage during daytime
3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level
5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels
6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

*Secret Codes*
Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:
ATEMYBUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode
PRPPAPLYR—Players are paper-thin
GOTHELIUM—Players' heads, feet, hands and bats are big
ABBTNCSTLO—Some players are fat, others are thin
BBNSTRDS—Big baseball
GRTBLSFDST—Baseball leaves a smoking trail
Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:
• Players are paper-thin—Pause the game, then hold **Z** and press C⊕, C⊕, **A**, C⊕, **A**, C⊕, C⊕, C⊕, C⊕, C⊕
• Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press C⊕, C⊕, **A**, C⊕, C⊕, **B**, C⊕, C⊕, C⊕
• Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, C⊕, C⊕, C⊕, C⊕, **B**, C⊕
• Big baseball—Pause the game, then hold **Z** and press C⊕, **A**, C⊕, C⊕, **B**, **A**, C⊕, C⊕
• Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, C⊕, C⊕, C⊕, C⊕, **B**, **A**, C⊕, C⊕

*Cheat Passwords*
Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.
BCHBLKTPTY—Big baseball
FLYAWAY—Players fly back into the dugout when they're out
MYEYES—Sherbet stadium
TOMTHUMB—Tiny players
WLDWLDWST—Baseball leaves a smoking trail
WTOTL—Dark stadium

*Secret Codes*
At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:
• Big baseball—At the pause menu, hold **Z** and press C⊕, **A**, C⊕, C⊕, **B**, **A**, C⊕, C⊕
• Baseball leaves a smoking trail—At the pause menu, hold **Z** and press **B**, C⊕, C⊕, C⊕, C⊕, **B**, **A**, C⊕, C⊕

*Secret Codes*
Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code:
Ball trail mode—WLDWLDWST
Big ball mode—BCHBLKTPTY
Dark stadium—WTOTL
Foggy stadium—MYEYES
Tiny players—TOMTHUMB
Players fly back to the dugout when they're out—FLYAWAY

*Cheats*
From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.
Invincibility—GODLY
All weapons—LOADED
Unlimited ammo—SORTED
Fast run—SONIC
Pen and ink mode—SKETCHY
All missions—SKIPPY
Female Trooper (Multiplayer only)—GODDESS
All above cheats—GOLDENPIE
Hive Guard Bug (Multiplayer only)—LEGGY
Volcano Guard Bug (Multiplayer only)—RUBBER
Egypt Worker Bug (Multiplayer only)—CLAW
Hive Worker Bug (Multiplayer only)—UGLY

*Cheat Codes*
Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:
MMLVSRM—Max Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
THDTST—Display programmers' debug info on screen
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

*Level Passwords*
Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRPPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

*Secret Codes*
Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage, just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:
• Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
• Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter "CHEATDONTBEADUMBOCOSEEMUMBO" to earn infinite Mumbo Tokens.
• Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.
• Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
• Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.
• Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs.
For each code, you will hear a "Mool" sound when you enter the first five letters, if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

*Bottles' Bonus Codes*
Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C⊕ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall. Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.
• Enter "BOTTLESBONUSONE" to give Banjo a big head
• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet
• Enter "BOTTLESBONUSTHREE" to make Kazooie big
• Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin
• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once
• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine
• Enter "NOBONUS" to deactivate all active codes.

*Cheat Codes*
Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.
ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
BAGDSNAGS—No snags while fishing
HEADADBIGA—Fisherman has a big head
HYPERBOAT—Faster boat
WHATADRAG—Slower boat
RUBADUBDUB—Boat becomes a bathtub
WINIWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournament
SUPERSTRING—Unbreakable line
HAPPYFISH—More active fish
MONDOFISH—Bigger fish
FISHMAN—All fish have Al Lindner's head
WHEREDFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
SUPERLURE—Adds the "Super Lure" to your inventory
SILLYSOUND—Silly sound effects

*Secret Codes*
Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:
MSTSRVV—Invincibility
CRSTLCLR—Invisibility
LTSFBLLTS—Unlimited ammo
LVFRVR—Unlimited lives
PLVRZM—All weapons
FRGZ—Giant frogs randomly roam the streets
TDZ—Queen Lords are replaced by toads
WMNRSMRTR—Unlock Storm Ravens gang
LTSLTSGNGS—Select any gang in Campaign mode
CDPLT—Run Story (allows you to view the entire story of the game)
CJSKPFLGMH—Level code (play on State Street in Chicago, IL)
CNCTHRTM—"Trippy mode"
HVRL—"Hurl mode"

*Special Weapons*
During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A + B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

*Secret Codes*
Enter any of the following codes from the "Input Code" menu, under the "Game Setup" screen:
All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPPY
Custom Gang Unlocked—TRODYBRRKS
Brandon Gang Unlocked—NNKNHCKS
Secret Level Unlocked—WRDRB
Level Select—8ODYS

*Secret Codes*
Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully:
Free buildings—Hold **Z**, press **A**, **B**, **A**, **B**
Free satellite—Hold **Z**, press **B**, C⊕, C⊕, **A**
Infinite ammo—Hold **Z**, press **L**, **R**, **L**, **R**
Infinite armor—Hold **Z**, press **Up**, **Right**, **Down**, **Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press C⊕, C⊕, C⊕, C⊕, **START**

*Cheat Menu*
Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!" Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

*Secret Screen*
Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

*First Person View*
During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view To change back to the normal view, hold the pad or stick **Down** and press **START** again

## BODY HARVEST

*Cheat Codes*
Choose an empty save slot and enter your name as "ICHEAT" With that name in place, you can enter any of the following codes at any time during gameplay Note Use the D pad to enter the directional commands, not the analog joystick
Smart bomb—**A**, C▲, C▲, C▲ **Left**
Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, C▶
All artifacts—**Up**, C▼, C▶, **Z**, **Up**, **Left**
Dancing Adam—**Down**, **Up**, C▲, **Down**, C▶, C▶
Bad Adam—C◀, C▶, **A**, C▼, C▶, **Left**
Tall Adam—**B**, **A**, C▲, **A**, C▲, **A**
Short Adam—**Down**, C◀ **A**, **Right**, **Z**
Kill Adam—**B**, **Left**, C▶, C▶, **Down**
Blouse cheat—**Z**, C▶, C▶, **B**, **Left**, C▶
Access all weapons—**A**, **Right**, C▼, C▶, C▲, **A**, **Left**
More powerful weapons—C▼, C▲, **Up**, **Z**, **Z**, **Left**, C▶
Surreal Mode—C▼, **Up**, **Right**, **Right**, C▶, **A**, **Left**
Change Nearest Harvester into Mutant—C▼ **Up**, **Z**, **Z**, C▶ **Right**
Fat Legged Aliens—**Left**, **A**, **Right**, **Down**

## BOMBERMAN 64

*Secret Stages*
At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime Now choose "Battle" mode and you'll find that four additional battlefields are available "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea" Note This is a very difficult code to enter; if you're not fast enough, it won't work

## BUST-A-MOVE 2: ARCADE EDITION

*Another World*
At the title screen—while the words "Press Start" are flashing—press **L**, **Up**, **R**, **Down** You'll see a little guy appear in the lower right corner of the screen Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting
*Character Select*
Start the game in Puzzle Game mode When the map screen appears, press **Left**, **Left**, **Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear Press **Left** or **Right** to change to a different character then press **A** or **START** to continue You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose

## BUST-A-MOVE '99

*Another World*
At the title screen—while the words "Press Start" are flashing—press **B**, **Left**, **Right** **B** You'll see a little guy appear in the lower right corner of the screen Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting

## CHOPPER ATTACK

*Secret Options Menu*
At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick) A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky") There's also a "Score Attack Mode" setting, turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode)

## [illegible]

*Secret Options*
At the character-select screen, hold the **L** button and press C◀, C▶, C◀, C▼, **B**, **A** If performed correctly, the screen should flash with a white light Exit this screen by pressing **B**, then access the Options screen, you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more
*Secret Characters*
Each of the following codes can be entered at the character-select screen:
• Doctor Kiln—Hold the **L** button and press **B**, C◀, C▲, C▶, C▼, **A**
• Sumo Santa—Hold the **L** button and press **A**, C▼, C▶, C▲, C◀, **B**
• Boogerman—Hold **L** and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad

## CLAY FIGHTER SCULPTOR'S CUT

*Secret Characters*
At the character-select screen, enter any of the following codes, then highlight the "?" box and press **R** to reveal the character you unlocked With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters
• Earthworm Jim—Hold the **L** button and press **B**, C◀, C▲, C▶, C▼, C▲
• Sumo Santa—Hold the **L** button and press **A**, C▶ **A**, C▶, C▼, C▲
• Boogerman—Hold the **L** button and press **B**, **B**, C▶, C▶ C◀, C▶
• High Five—Hold the **L** button and press C▲, C▼ C◀ C▶, **B**, **A**
*Computer-Controlled Characters*
At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A**, **A**, **A**, **A**, **A**, C▲, C▼, C◀, C◀, **B**, **A**, C▶ The computer will take over your character, so just sit back and watch him or her fight
*Debug Mode*
At the character select screen, hold the **L** button and press **A**, **B**, **A**, **B**, **A**, **B**, C◀, C▶, C◀ C▶, C◀, C▶ Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle Choose your character with the D-pad and select a stage with the C▲ and C▼ buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas

## COMMAND & CONQUER

*Select Any Mission*
At the title screen, press **B**, **A**, **R**, **R**, **A**, C▶, **Up**, **Down**, **A** quickly You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again Next, from the main menu, select "Replay Mission" At the screen that appears, press **L**, a list of all the missions in the game will appear

## CRUIS'N USA

*Secret Stages*
At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows
Golden Gate Park (lower-left corner)—Hold **L** + C◀ + C▼
San Francisco (lower-right corner)—Hold **L** + C▶ + C▼
Indiana (upper-right corner)—Hold **L** + C▲ + C▶
*Secret Vehicles*
At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice
*Lights + Siren*
Race in any stage until you reach the Top Ten high score table Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move Keep holding **Left** for over 30 seconds, you will eventually see a head go by Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button)

## [illegible]

*Unlock Characters & Courses*
From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below You'll get immediate confirmation after entering a correct code
Unlock alternate Liltiger—P r o d i g y
Unlock Marvin the alien—U f o
Unlock Kimmi—R a p p e r
Unlock Starr—R e t r o
Unlock Festus—G o l d d g r
Unlock Delvis—D e l v i s
Unlock Cindy—I n s t y l e
Unlock Bobby—B r a t
Unlock Twfan—C y b e r t w
Unlock Eagamer—W i l l i
Unlock Robert—I c e
Unlock Bengal—T i g e r r r r
Unlock Traci—S a f a r i
Unlock Volcano course—S t h e l e n s

## DARK RIFT

*Fight Demitron*
At the title screen—when the words "PRESS START" are flashing—press **Up**, C◀, **R**, **Right**, **Down**, **B**, **B**, **B**, C◀ to warp to a one-player Demitron vs. Demitron battle
*Boss Codes*
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters
Sonork—**L**, **R**, C▲, C▼, C◀, C▶
Demitron—**A**, **B**, **R**, **L**, C▼, C▲
You'll hear a laugh to confirm each code, now you can choose the bosses at the fighter select screen

## DEADLY ARTS

*Secret Characters*
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick
Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**
Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**
You'll hear a voice to confirm each code Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

## DIDDY KONG RACING

*Play as Drumstick*
To play as Drumstick, you must first earn all of the trophies and amulets in all stages Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released
*Play as T T*
To play as T.T. you must race on each course in Time Trial mode until T T comes out to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode When you beat T.T. and earn this T T symbol in every single track, T.T. will appear as a playable character
*Magic Codes*
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*)
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

## DOOM 64

*Cheat Password*
Enter the following password to start on Level 1 with all of the weapons in the game
?TJL BDFW BFGV JVVB
With this password in place, press **START** to pause the game, you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the stage and press a **C** button to warp there

## DUKE NUKEM 64

*Cheat Codes*
(Note Use the D-pad to enter the following codes, not the analog joystick) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu)
• Invincibility On/Off—Press the **R** button seven times, then press **Left**
• Monsters On/Off—Press **L**, C◀, **Left**, **R**, C▶, **Right**, **Left**, **Left**
• All Items On/Off—Press **R**, C▶, **Right**, **L**, C◀, **Left**, C▶, **Right**
• Level Select—Press **L**, **L**, **L**, C▶, **Right**, **Left**, **Left**, C◀
With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked

## DUKE NUKEM: ZERO HOUR

*Cheat Codes*
Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code
First Person Mode—**Down**, **Down**, **A**, **Z**, **Z**, **Left**, **A**
Action Nukem Mode—**Down**, **Down**, **A**, **Z**, **Z**, **Left**, **A**
Start with infinite ammo .30-30—C▲, C▼, C◀, C▶, **L**, **R**
Start with infinite ammo Freezer—**Down**, **Up**, **A**, **L**, **R**, **Z**
Extra Multiplayer Characters Group 1—**A**, **L**, **R**, **Left**, **B**, **Down**, **Up**
Extra Multiplayer Characters Group 2—**B**, **A**, **A**, **R**, **L**
Extra Multiplayer Characters Group 3—**L**, **L**, **Up**, **Down**, **R**, **B**, **A**
Extra Multiplayer Characters Group 4—**B**, **B**, **B**, **R**, **Left**, **A**
Extra Multiplayer Characters Group 5—**Right**, **B**, **Left**, **L**, **A**, **Z**
Extra Multiplayer Characters Group 6—**Up**, **Down**, **B**, **A**, **A**, **Left**

## EXCITEBIKE 64

*Cheat Codes*
From the main menu, hold **L** + C▼ + C▶ and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear Next, you can enter any of the codes below:
All stunts unlocked—T R I C K S T E R
Big head mode—B L A H B L A H
Invisible riders—I N V I S R I D E R
Mirror mode—Y A D A Y A D A
Night mode—M I D N I G H T
Stunt bonuses—S H O W O F F
Pinhead mode—P I N H E A D
"Beat This!" enabled—P A T W E L L S
See team photo during "Credits" sequence—U G L Y M U G S



Nintendo 64 tips

*Cheat Codes*

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again.

ANTGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RAS0—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

*Cheat Codes*

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RAS0—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

*Secret Codes*

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important*: You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed.

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery"
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits"
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through Hawaiian volcano
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver"
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver"

*Cheat Code*

At the "Select Mode" screen, press **L, Z, R, C↑, C↓, C←, C→, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

*Shrink Vehicles*

At the "Select Machine" screen, press **L + R + C←** or **C→**; all of the available vehicles will shrink

*Secret Cheats*

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY"
- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO"
- Invisible Players—Choose the "England" league, select the Sheffield Wednesday team and change any player's name to "WAYNE"
- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the Republic of Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times
- Invisible Stadium—Choose any team and change any player's name to "CATCH22"
- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds
- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC"
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU", or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round
- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers
- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu, when the round-select screen appears, press **C↑ + C↓ + Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it

*Extra Difficulty Levels*

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear

*Secret Codes*

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again

- Turbo Crazy Mode—**B, B, R, Up, Left, Down, C↑, C↓**
- Psychedelic Mode—**A, R, Left, Right, Down, C↑, C↓, C→**
- Wireframe Mode—**L, L, R, Z, Left, Right, C↑, C→**
- Gore Mode—**Z, Down, C↑, C↓, C←, C→, C↓, C→**
- Stealth Mode—**Up, Up, Up, Up, Right, Down, C↑, C↓**
- Infinite Primary Weapon—**A, R, Z, Right, C↑, C↓, C←, C→**
- Infinite Secondary Weapon—**B, B, Z, Left, Left, C↑, C↓, C→**
- Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C↑, C→**
- Infinite Titans—**A, B, L, Up, Up, C↑, C↓, C→**
- Infinite Solars—**B, L, L, Z, Up, Down, C↑, C↓**
- Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
- Freeze Enemies—**R, Z, Right, Right, C↑, C↓, C←, C→**

*Secret Codes*

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects.

NOGGIN—Big head mode

GHOST—Ghost mode

Z-WOOD—Z-Axis basketball court

TEAM-Z—Z-Axis team

NOFANS—Dark background, improved frame rate

TRAILS—"Trippy" ball effect

BUZZZ—No shot clock

THIRTY—60 second game

HOME—Home team is favored

MONKEY—Alternate sound effects

*Cheat Codes*

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons.

Level select—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Open portals—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Open levels—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Locate Garibs—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Call ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Checkpoints—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Infinite lives—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Powerball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Control ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Infinite energy—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Enemy ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Low gravity—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Big ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Fisheye—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Camera rotate R—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Camera rotate L—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Mad Garibs—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Death spell—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Frog spell—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Hercules—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Speed up—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Boomerang ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Vanish ball—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Froggy—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Secret cheat—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

All cheats off—**C↑, C↓, C←, C→, C↑, C↓, C←, C→**

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

*In-Game Codes*

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

- Invincibility
  1) Hold L and press **Down**
  2) Hold R and press **C↑**
  3) Hold R and press **Up**
  4) Hold L and press **Right**
  5) Hold L and press **C→**
  6) Hold R and press **C↓**
  7) Hold L and press **Right**
  8) Hold R and press **Down**
  9) Hold L and press **Left**
  10) Hold L + R and press **C→**
- All Guns
  1) Hold L + R and press **Down**
  2) Hold L and press **C↓**
  3) Hold L and press **C→**
  4) Hold L + R and press **C↓**
  5) Hold L and press **Down**
  6) Hold L and press **C↓**
  7) Hold R and press **C↓**
  8) Hold L + R and press **C→**
  9) Hold R and press **Up**
  10) Hold L and press **C↓**
- Maximum Ammo
  1) Hold L + R and press **C↓**
  2) Hold R and press **C↓**
  3) Hold R and press **Down**
  4) Hold R and press **Down**
  5) Hold L + R and press **C→**
  6) Hold L + R and press **Left**
  7) Hold R and press **Down**
  8) Hold R and press **Up**
  9) Hold L + R and press **C→**
  10) Hold R and press **Left**
- Line Mode
  1) Hold R and press **C→**
  2) Hold L + R and press **Down**
  3) Hold L and press **Right**
  4) Hold R and press **C→**
  5) Hold L + R and press **C→**
  6) Hold R and press **Up**
  7) Hold L and press **Down**
  8) Hold L and press **Right**
  9) Hold R and press **C→**
  10) Hold R and press **C→**
- Invisibility
  1) Hold R and press **C→**
  2) Hold L + R and press **C→**
  3) Hold L + R and press **Left**
  4) Hold L + R and press **Up**
  5) Hold R and press **Up**
  6) Hold L and press **C→**
  7) Hold R and press **C→**
  8) Hold L and press **C→**
  9) Hold L + R and press **Left**
  10) Hold R and press **Right**
- Invisibility (Multiplayer Only)
  1) Hold L and press **C→**
  2) Hold L + R and press **C→**
  3) Hold R and press **Up**
  4) Hold L and press **C→**
  5) Hold R and press **C→**
  6) Hold L and press **Right**
  7) Hold L + R and press **C→**
  8) Hold L and press **C→**

9) Hold L and press Up
10) Hold L + R and press C↑

*Stage Select Codes*

From the main menu, enter any of the following codes at the "Stage Select" screen. You'll hear a special sound effect after entering each correct code. Note that each of the following codes will only work if all of the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order in which they appear.

• Unlock Facility
1) Hold L + R and press C←
2) Hold R and press C→
3) Hold L and press Left
4) Hold R and press C←
5) Hold L and press Left
6) Hold R and press C↑
7) Hold L and press C↑
8) Hold R and press Right
9) Hold L + R and press C←
10) Hold L and press Right

• Unlock Runway
1) Hold L + R and press Left
2) Hold R and press Left
3) Hold L and press C←
4) Hold L and press Left
5) Hold R and press C←
6) Hold R and press C↑
7) Hold R and press C↑
8) Hold R and press Right
9) Hold L and press Down
10) Hold R and press C→

• Unlock Surface
1) Hold R and press C→
2) Hold L + R and press C←
3) Hold L and press Left
4) Hold R and press Up7
5) Hold R and press Left
6) Hold L and press Up
7) Hold R and press C↑
8) Hold L and press Right
9) Hold L and press C↑
10) Hold L + R and press Down

• Unlock Bunker
1) Hold L and press C↑
2) Hold R and press Right
3) Hold L and press C↑
4) Hold R and press C→
5) Hold L and press C↑
6) Hold L + R and press Left
7) Hold L and press C↑
8) Hold L + R and press Up
9) Hold R and press C↑
10) Hold L and press Up

• Unlock Silo
1) Hold L and press Up
2) Hold R and press C↑
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press C→
6) Hold L + R and press C↑
7) Hold L and press C←
8) Hold R and press Right
9) Hold R and press Right
10) Hold R and press C↑

• Unlock Frigate
1) Hold R and press C←
2) Hold L and press Down
3) Hold R and press C↑
4) Hold L and press Left
5) Hold L + R and press Up
6) Hold L + R and press C↑
7) Hold R and press C↑
8) Hold R and press Up
9) Hold L + R and press C↑
10) Hold R and press Up

• Unlock Surface II
1) Hold L and press C↑
2) Hold L + R and press C↑
3) Hold R and press C↑
4) Hold R and press C←
5) Hold R and press C→
6) Hold L and press Right
7) Hold L + R and press C→
8) Hold L and press C←
9) Hold L + R and press Down
10) Hold L and press C↑

• Unlock Bunker II
1) Hold L and press Down
2) Hold R and press Down
3) Hold L + R and press C←
4) Hold L and press Left
5) Hold L + R and press Right
6) Hold L and press C→
7) Hold R and press Right
8) Hold L and press C←
9) Hold L and press Left
10) Hold L and press C↑

• Unlock Status
1) Hold L + R and press C↑
2) Hold L + R and press C↑
3) Hold L and press Right
4) Hold L + R and press Left
5) Hold R and press Left
6) Hold R and press C←
7) Hold L + R and press Left
8) Hold R and press C←
9) Hold R and press C↑
10) Hold R and press Right

• Unlock Archives
1) Hold R and press Left
2) Hold L + R and press Up
3) Hold L + R and press C↑
4) Hold R and press Left
5) Hold L + R and press C←
6) Hold L and press Left
7) Hold L + R and press Right
8) Hold L + R and press C↑
9) Hold L and press Up
10) Hold R and press C↑

• Unlock Streets
1) Hold L + R and press C←
2) Hold L and press C↑
3) Hold L and press Up
4) Hold L + R and press C↑
5) Hold R and press C←
6) Hold R and press C↑
7) Hold R and press Left
8) Hold R and press C↑
9) Hold R and press C←
10) Hold L and press Down

• Unlock Depot
1) Hold L and press Down
2) Hold L and press Down
3) Hold R and press C↑
4) Hold L and press C←
5) Hold L + R and press Right
6) Hold R and press C←
7) Hold L and press Down
8) Hold L and press C→
9) Hold L and press C←
10) Hold L and press Up

• Unlock Train
1) Hold R and press Left
2) Hold R and press C↑
3) Hold R and press C←
4) Hold L + R and press Left
5) Hold L and press Right
6) Hold R and press C↑
7) Hold L and press Left
8) Hold L + R and press C←
9) Hold L and press Up
10) Hold L and press C←

• Unlock Jungle
1) Hold R and press C↑
2) Hold R and press Left
3) Hold L + R and press Up
4) Hold R and press Right
5) Hold R and press Down
6) Hold R and press Down
7) Hold R and press Up
8) Hold R and press C→
9) Hold R and press C←
10) Hold L + R and press Left

• Unlock Control
1) Hold L and press C↑
2) Hold R and press Down
3) Hold L and press Right
4) Hold R and press C←
5) Hold R and press C↑
6) Hold R and press Left
7) Hold R and press Left
8) Hold R and press C←
9) Hold R and press Left
10) Hold L + R and press C←

• Unlock Caverns
1) Hold L and press Down
2) Hold R and press C↑
3) Hold L + R and press Up
4) Hold L and press Right
5) Hold R and press C←
6) Hold R and press C→
7) Hold R and press Up
8) Hold L and press C→
9) Hold L and press Up
10) Hold R and press C→

• Unlock Cradle
1) Hold L + R and press C←
2) Hold L and press Left
3) Hold R and press Down
4) Hold L and press Down
5) Hold L and press C←
6) Hold L and press Down
7) Hold R and press Right
8) Hold R and press C←
9) Hold L and press C→
10) Hold R and press Right

• Unlock Magnum
1) Hold R and press C↑
2) Hold R and press Left
3) Hold L and press Right
4) Hold L + R and press C↑
5) Hold L and press Down
6) Hold L + R and press C←
7) Hold L and press Left
8) Hold L + R and press C←
9) Hold L + R and press Right
10) Hold L and press C→

• Unlock Aztec
1) Hold L + R and press Up
2) Hold L + R and press C↑
3) Hold L and press Down
4) Hold R and press Right
5) Hold R and press Up
6) Hold L and press Down
7) Hold L and press Left
8) Hold L and press C↑
9) Hold L + R and press C↑
10) Hold L and press Left

*Easy Cheat Options*

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you return to the previous screen, then go back into the Cheat Options screen.

• Paintball
1) Hold L and press Up
2) Press C←
3) Hold R and press Right
4) Hold L + R and press C←
5) Hold L and press Up
6) Hold R and press C↑
7) Hold L and press C↑
8) Hold L + R and press C↑
9) Hold L + R and press Up
10) Hold L and press C↑

• Invincibility
1) Hold R and press Left
2) Hold L and press Down
3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C←
7) Hold L and press C←
8) Hold L + R and press Left
9) Hold L + R and press Right
10) Hold L and press C←

• DK Mode
1) Hold L + R and press Up
2) Press C↑
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
8) Hold L + R and press C↑
9) Hold L + R and press Down
10) Hold L + R and press C←

• 2x Grenade Launcher
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C↑
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
8) Press Down
9) Press Up
10) Hold R and press C↑

• 2x Rocket Launcher
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C↑
6) Hold L and press Left
7) Hold L and press C←
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C←

• Turbo Mode
1) Hold L and press Down
2) Hold L and press C↑
3) Hold L + R and press Up
4) Hold R and press C↑
5) Press Left
6) Hold R and press Down
7) Hold L and press C↑
8) Press Up
9) Hold R and press Down
10) Hold L and press Right

• No Radar [Multi]
1) Hold R and press Up
2) Press C↑
3) Press C←
4) Press C←
5) Hold L and press Down
6) Hold R and press Up
7) Press C←
8) Press Right
9) Hold R and press Left
10) Hold R and press Right

• Tiny Bond
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C↑
4) Press Left
5) Hold R and press C←
6) Hold L + R and press C↑
7) Press Right
8) Press Down
9) Hold R and press C↑
10) Hold R and press Right

• 2x Throwing Knife
1) Hold R and press C←
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C←
7) Hold L + R and press C←
8) Hold R and press Down
9) Hold R and press Left
10) Hold R and press C←

• Fast Animation
1) Hold L and press C↑
2) Hold L and press C←
3) Press C↑
4) Press C↑
5) Press C←
6) Hold L + R and press Right
7) Press C↑
8) Hold L + R and press Up
9) Hold R and press C←
10) Hold L and press Left

• Bond Invisible
1) Hold L + R and press C←
2) Hold L + R and press C↑
3) Hold L and press C←
4) Hold R and press C←
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C←
10) Hold L and press Down

• Enemy Rockets
1) Hold L + R and press C↑
2) Press C←
3) Hold R and press C↑
4) Press C←
5) Press C←
6) Hold L + R and press C←
7) Hold L + R and press Up
8) Press C↑
9) Hold R and press Up
10) Hold L and press Up

• Slow Animation
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C←
6) Hold L + R and press Down
7) Hold L + R and press Down
8) Hold L and press Down
9) Press C←
10) Press C←

• Silver PP7
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C←
6) Hold L + R and press Left
7) Hold L + R and press Down
8) Press C←
9) Hold L + R and press Right
10) Hold L + R and press Left

• Activate 2x Hunting Knife
1) Hold R and press C←
2) Hold L and press Right
3) Hold R and press C←
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C←

• Infinite Ammo
1) Hold L and press C←

2) Hold L + R and press **Right**
3) Press C→
4) Press C↑
5) Hold R and press **Left**
6) Hold L and press C↓
7) Hold L + R and press **Left**
8) Hold L + R and press C↓
9) Hold L and press **Up**
10) Press C→

• 2x RC-P90

1) Press **Up**
2) Press **Right**
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press **Up**
6) Hold L and press C←
7) Hold L and press **Left**
8) Press C→
9) Press C↑
10) Hold L + R and press **Down**

• Gold PP7

1) Hold L + R and press **Right**
2) Hold L + R and press **Down**
3) Hold L and press **Up**
4) Hold L + R and press **Down**
5) Press C↑
6) Hold R and press **Up**
7) Hold L + R and press **Right**
8) Hold L and press **Left**
9) Press **Down**
10) Hold L and press C↓

• 2x Laser

1) Hold L and press **Right**
2) Hold L + R and press C←
3) Hold L and press **Down**
4) Hold R and press **Left**
5) Hold R and press **Down**
6) Hold L and press **Right**
7) Press C↑
8) Press **Right**
9) Hold R and press **Right**
10) Hold L + R and press **Up**

• All Guns

1) Press **Down**
2) Press **Left**
3) Press C↑
4) Press **Right**
5) Hold L and press **Down**
6) Hold L and press **Left**
7) Hold L and press **Up**
8) Press C←
9) Press **Left**
10) Press C↓

*Extra Characters in Multiplayer Mode*

Select a file and choose Multiplayer mode (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen

1) Hold L + R and press C←
2) Hold L and press C↑
3) Hold L + R and press **Left**
4) Hold L and press **Right**
5) Hold R and press **Down**
6) Hold L + R and press C←
7) Hold L and press C↑
8) Hold L + R and press **Right**
9) Hold L + R and press C↓
10) Hold L and press **Down**

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

*Cheat Menu*

During the game, press **START** to pause. When the "Paused" menu appears, quickly press C↑, C↓, C←, C→. A new option called "Cheat" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu

God Mode (invincibility)—C←, C→, C↓
Clipping (walk through walls)—Press C↑ 20 times, then C↓
Visit (stage select)—C←, C←, C→, C→, C↓, C↑
Butcher (kill all enemies in the area)—C↓, C↑, C←, C←
Health (refill health)—C←, C↑, C↓, C↓
Collect All Keys—C↓, C↑, C←, C→
Collect All Artifacts—C↑, C→, C↓, C↑
Collect All Weapons—C→, C↑, C↓, C↓
Collect Puzzle Items—C↑, C←, C←, C←, C→, C↓, C↓

*Secret Codes*

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time

Race at night—C↑, C↑, C↓, C↓, C←, C→, C←, C→
Mirror mode—Z, R, Z, Z, R, Z, Z, Z
Unlimited Turbos—C→, Z, C↑, C↓, R, C←, Z, C→
Transparent vehicles—C←, Z, Z, C↑, C←, R, C↓, C↑
Transparent scenery—C↑, Z, C↓, C←, C↑, Z, C↓, C←

*Passwords*

Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

*Cheats Menu*

At the main menu, press **L**, C↑, L, C↑, L, C↓, C↑, C↓. If you input the code correctly, a cheats menu will immediately appear

*Secret Codes*

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

• For thin players, enter the name "CODE TOOTHPICK"
• For flat, paper-thin players, enter the name "CODE STEAMROLLED"
• For thin players with huge arms and chests, enter the name "CODE THETICK"
• For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN"
• For tiny players, enter the name "CODE LDDLELEAGUE"
• For invisible players, enter the name "CODE INVISIBLEMAN"
• For players with large bats, enter the name "CODE PHATTBATT"
• For players with big feet, enter the name "CODE BIGFOOT"
• For players with big heads, enter the name "CODE BIGGHEDZ"
• To have the computer control both teams, enter the name "CODE CPUVSCPU"

*Big Gloves Mode*

In the middle of a game, press **START** to pause and press C↑, C↓, C↑, C↑, C↓. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger

*Big Head Mode*

In the middle of a game, press **START** to pause and press C←, C→, C←, C←, C→. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger

Note: Use the D-pad to enter the following codes, not the analog joystick

*Big Head Mode*

At any time during the game, press **Right**, **Right**, **Left**, **R**, **Z**, **START**, **A**, **START**, **A**, **START**, **Z** on Controller 1. To return the players' heads to normal, just enter the code again

*Disco Court*

At any time during the game, press **A**, C↑, **Down**, **Up**, C↓, **R**, **R**, **B**, C→, C→, **Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again

*Secret Teams*

Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

*Tiny Players*

At the main menu, press C→, C→, **B**, **R**, **R**, C↓, **Up**, **Down**, C↑, **A**, **Z**. Now when you start a game, the players will be tiny.

*Alien Team*

At the main menu, press C↑, C↓, C←, C→, **START**, **START**, **A**, **B**, **A**, **R**, **Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads

*Cheat Codes*

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active

Only red power-ups available—P G L L R D
Only yellow power-ups available—P G L L Y L L
Only green power-ups available—P G L L G R N
Only grappling hook power-ups available—R P C R N L Y
Highest power-up level always active—M X P M X
Faster game—F S T F R W R D
Car doesn't slow down on rough terrain—N S L W J
Flying turbo boost always active—F L Y S K Y H I G H
Remove wheels from car—N W H L S
Remove chassis from car—N C H S S S
Remove driver from car—N D R V R
Open mirror version of Rocket City Run—L N F R R R M
Disable all cheats—N M R C H T S

*Unlock Worlds*

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C↑, C↓, C←, C→, C↑, C↓, C←, C→. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem

*Secret Codes*

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features.

D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space time
G J I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B J R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—Al -Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib. Bros stadium
W I L D W E S T—Dodge City Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

*"Endless Tetris" Stats*

During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously, you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

*Secret Teams*

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode, you'll find two new teams in the "All Star" division: Nintendo and Angel Studios

*See the Ending*

At the stadium select screen, tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the **Z** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

*Fireworks*

At the stadium select screen, press **Z** to enter "View Stadium" mode. While viewing the stadium, hold **R** + **Z** to see a small fireworks display at home plate

*Code Entry Screen*

At the main menu, hold **L** + **R** (or **Z** + **R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels.

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine

*Reverse Tracks*

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse

*Course Ghosts*

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her

*Cheat the Computer*

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done

*Earn Extra Stars + Coins*

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars

and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

### [illegible]

*Cheat Codes*
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again.
Slow down computer cars—C⬇, C⬅, C➡, C⬆, C⬇, C⬅, C➡, C⬆
Super speed—C⬆, C⬇, C⬅, C➡, C⬆, C⬇, C⬆, C⬆
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, C⬅, C➡, C⬅, C⬆. With the Debug code in place, the following options become available
• Press all four C buttons simultaneously to make all of the vehicles on the track explode
• Hold Z and move the D-pad to tilt or rotate the camera angle
• Hold Z and press L or R to zoom in or out
• Hold Z and press C⬆ to have the computer control your car
• Hold Z and press C⬇ to end the race with you in first place!
*"Name" Cheats*
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects, you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code

### [illegible]

*Secret Codes*
Enter any of the following codes at the mission select screen, you'll hear Ethan speak each time you enter a code properly
• Turbo Mode—C⬅, Z, C⬅, Z, C⬅
• Big Feet Mode—C⬆, R, Z, C⬅, C⬆
• Kids Mode—C⬆, C⬅, R, L, Z
• Start with Uzi Sub Machine Gun—C⬅, C⬅, C⬅, C⬆, R
• Start with Mini Rocket Launcher—R, L, C⬅, C⬅, C⬆
• Start with 9mm High Power Gun—R, L, C⬅, C⬅, C⬅
• Start with 7 65 Silenced Pistol—C⬅, L, C⬅, C⬅, C⬅

### [illegible]

*Passwords*
Enter the following passwords at the "codes" screen from the main menu
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y W N T _ T—Unlimited missiles
J M—Ground textures become replaced by "J m s" face
Y R D R—AI trucks become lowrider
4 0 4 5 6 4 P 8 M ➡ ⬅ D F C ⬆ C V 3 2 K C—Access all Expert courses

### [illegible]

*Cheat Menu*
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C⬅ + C⬆ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh, after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button
*Secret Characters*
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

### [illegible]

*Play as Khameleon*
When the "story" screens appear during the game's demo mode, quickly press C⬅, C➡, A, B, C⬆, C⬅, C➡. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen
*Play as Motaro*
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert
*Play as Shao Kahn*
Choose a character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3
*Hidden Game #1*
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*
*Hidden Game #2*
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*
*Hidden Game #3*
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button, if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode
*Stage Select*
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in
*Super Hard Mode*
At the character select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches
*Free Play*
When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish
*Secret "More Kombat" Menu*
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C⬇, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark, this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon
*Secret "Kombat Cheats" Menu*
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C⬅, C⬆, C⬇, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Owuh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above

### [illegible] CHAMPIONSHIP

*Unlock Bonus Cars*
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**, the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode, even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs Race" mode will still be selected

### [illegible] OLYMPICS '98

*Repeat Ending*
When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**

### MASCAR 99

*Secret Drivers*
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C⬅, C⬅, C⬆, C⬆, L, R, L, R, Z, Z
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C⬅, C⬅, C⬆, C⬆, L, R, L, R, L, R
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C⬅, C⬅, C⬆, C⬆, Z, Z, Z, L, Z, Z
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C⬅, C⬅, C⬆, C⬆, C⬅, C⬅, C⬆, C⬆, L, R
Once you have unlocked a driver this way that driver will also be available in Championship mode

### [illegible]

*Secret Teams*
At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + C⬅ at exactly the same moment. At the Team Select Screen, three special teams will become selectable
*Secret Room Codes*
At the main menu, press C⬅ and C⬆ simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects
Big Heads (Away team only)—C⬅, C⬅, C⬆, C⬆, C⬅, **A**
Big Heads (Home team only)—C⬅, C⬅, C⬆, **A**
Big Heads (Both teams)—C⬅, C⬅, C⬆, C⬆, C⬅, **A**
Long Necks (Both teams)—C⬅, C⬅, C⬆, C⬆, C⬆, **A**
Small Players (Away team only)—C⬅, C⬅, **A**
Small Players (Home team only)—C⬅, C⬆, **A**
Small Players (Both teams)—C⬅, C⬅, C⬆, **A**
*Secret Player Codes*
At the "Team Select" screen, press C⬅ seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C⬅ the seventh time. Then, press C⬆ the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing Z and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Mitsuru Arakawas, press C⬅ seven times, C⬆ three times, **Z**, C⬅ seven times, C⬆ ten times
Kobe Bryant—3
Ken Griffey Jr—4, 19
Random NBA Player—5
Mitsuru Arakawa—10
Tim Bechtel—11
Steve Bolender—12
John Brandwood—13
David Bridgham—14
Scott Bush—15
Marc Doyal—16
Mike Fukuoka—17
Jeff Godfrey—18
Roger Harrison—20
Chick Hearn—21
Robert Hemphill—22
Jim Holdeman—23
Mike Knauer—24
Kevin Kraus—25
Chris Lamb—26
Mike Lamb—27
Stu Lantz—28
Howard Lincoln—29
Ken Lobb—30
James Maxwell—31
Umrao Mayer—32
Arnie Myers—33
Dan Owsen—34
Colin Palmer—35
Tom Prata—36
Ed Ridgeway—37
Henry Sterchi—38
Noah Stein—39
Faran Thomason—40
Gail Tilden—41
Russell Truelove—42
Erich Waas—43
Phil Watts—44
Armond Williams—45

### NBA HANGTIME

*Vs Screen Codes*
Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams
All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass
Big Head—Hold **Up**, press Turbo + Pass simultaneously
Rooftop Court—Hold **Left**, press Turbo, Turbo
ABA Ball—Hold **Right**, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise
Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen
Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max Blocking—616
Quick Hands—709
Max Power—802
Goaltending Allowed—937
*Secret Characters*
To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests

### NBA JAM 99

*Secret Codes*
During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick)
Large players—L, L, C⬅, L, L, C⬅, L, L, C⬅, Z
Tiny players—L, L, C⬅, L, L, C⬅, L, L, C⬅, Z

Enable full-court dunks—**L, L, C▼, L, L, C▼, L, L, C▼, Z**
Guarantee next shot—**L, L, C▲, L, L, C▲, L, L, C▲, Z**
Super push—**L, L, Up, L, L, Up, L, L, Up, Z**
Tie scores—**L, L, Down, L, L, Down, L, L, Down, Z**
Team on fire—**L, L, Right, L, L, Right, L, L, Right, Z**
Cancel all cheats—**L, L, Left, L, L, Left, L, L, Left, Z**

*Secret Codes*

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press **Up**. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.

Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left
No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left

*Turbo CPU Opponent*

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?" Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

*Fast Mode*

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U" Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

*Secret Codes*

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2 Left) press Turbo zero times, Jump three times, Pass twice, then press **Left**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Always Receiver—2-2-2-Right
Always Quarterback—2-2-2-Left
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Display Field Goal %—0-0-1-Down
Display punt hang time meter—0-0-1-Right
Fast Turbo—0-3-2-Left
Asphalt Field—3-0-1-Up
Astroturf Field—3-0-3-Up
Grass Field—3-0-0-Up
Snow Field—3-0-4-Up
Hide Receiver Name—1-0-2-Right
Hyper Blitz—5-5-5-Up
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-0-3-Right
Team Tiny Players—3-1-0-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

*Secret Codes*

Choose "Enter Cheat" from the main menu and enter any of the following passcodes.

S C L L Y M L D R—Alien stadium
P W R P Y L N S—Giant end-zone pylons
B G M N Y—Huge coin in the coin toss
M R S H M L L W—Big players
B C H B L L—Giant football
T R B M N—Unlimited turbo
S T C K Y B L L—No fumbles
F R R S T G M P—Slow-motion
D B L D W N S—Eight downs instead of four
X T R T M S—Unlock secret teams
X T R V L T G—Electric football mode
B T T R F N G R S—Always fumble
H S N F R—He's on fire
P N B L L—Players bounce off each other
F L B B R—Flubber ball
P P C R N R T R N S—Land mine mode
P W R K C K R—Powerful kickers
R G B Y—Rugby mode
H S P T L—Lots of injuries
T T H P C K—Toothpick players
R C Q T B L L—Racquetball mode
S L P N S L D—Slippery mode

*Cheat Password*

Choose "Enter Password" from the main menu and enter the code **Left, Up, C▼, C◀, C▶, C▲, C◀, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

*Secret Codes*

Enter the following codes at the "Secret Codes" screen.

Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo gives Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

*Debug Menu*

Choose "Load" from the main menu, if you have a controller pak with *Quake* saves, press the **B** button to exit to the password screen, if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ", you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option, this allows you to skip to any stage, become invincible ("God Mode") and more.

*Multiplayer Codes*

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen, if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects.

S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

*Level Select*

From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press **A**. A level select screen will appear.

*255 Grenades*

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

*Secret Characters*

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters.

S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

*Cheat Menu*

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives, it also has sound effects and movie test options.

*Unlock All Cars & Tracks*

At any time during a game, press **B, A, Z, Z, B, L, A, C▲**. You'll hear a special sound effect after entering it correctly.

*Access Special Classes + Unlock All Boxers*

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.

B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

*Change Costume Colors*

At the boxer selection screen, press **C▲ + C◀** simultaneously to change the currently selected boxer's colors.

*Change Cornerman's Voice*

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding **C◀** and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

**C◀ + Up**—Irish accent
**C◀ + Left**—New York accent
**C◀ + Right**—African-American accent
**C◀ + Down**—Hispanic accent

*Cheat Codes*

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C▲, C▼**

Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C▶, C◀**

*Secret Caddy Car*

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

*Codes*

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code.

Unlock all levels and fast bikes—**C▲, C◀, C◀, C▶, L, R, C▼, Z**
Unlock Scooter level—**C▼, C▶, C▲, C◀, X, X, L, C◀**
Unlock Cop Mode—**Z, C◀, C▼, C◀, Z, L, R, C▼**

*Secret Codes*

At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.

Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000
EasyMoney—Start with $1,000,000
 Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T".)
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels
Skywalker—Cars have lens flares instead of wheels
Car Radio—Cars become tiny.
Chopper—Different camera angle
Extra rez—High resolution setting becomes unlocked in the Options menu

*Secret Codes*

During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

*Cheat Code*

At the title screen, carefully enter the following code. Press **Z, B, C▲, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

*Cheat Menu*

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

*Alternate Introductions*

When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

*Stage Select*

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C⊕, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C⊕, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

*Cheat Menu*
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**, the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad, a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen. Even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race
• Hold **Up** on the D-pad to fast-forward
• Hold **Down** to reverse at high speed
• Press **Right** on the D-pad to self-destruct
• Hold **Left** to make your vehicle invisible
• Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

*Secret Passcodes*
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
H A R D R O C K—Alternate title screen (start a game and quit to see it)
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into a car
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor
*Unlock Naboo Starfighter*
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I The Phantom Menace* has been permanently added to the list of available ships

*Secret Codes*
At the Select Event screen, Press C⊕. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N O C R 4 S H—The bikes never crash
B I G B I K 3 S—The bikes are big
G I 4 N T S—Giants on mini bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M 4 R S—Mars gravity
J V P I T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R I D 3 R S—No riders on bikes
H 3 4 D L 3 3 S—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P 1 N G O K—No more getting reset
B I G S P R A Y—Bigger dirt spray

*Super Cheat Code*
At the main menu—the one that says "New Game," "Load Game," etc.—press C⊕, C⊕, C⊕, C⊕; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press **START** to pause the game, then press C⊕, C⊕
• To refill your energy meter, press **START** to pause the game, then press **Z, R**
• To refill your super speed ability, press **START** to pause the game, then press **R, Z**
• To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
• To refill your heat vision ability, press **START** to pause the game, then press **R, L**
• For super punching ability, press **START** to pause the game, then press **L, Z**

*Stage Select*
At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages

*Cheat Codes*
At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects
Slow motion—**Down, Down, C⊕, C⊕, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—C⊕, **Left**, C⊕, C⊕, **Up, Down, Right**
Add "Skip to Restart" menu item—C⊕, C⊕, C⊕, **Up, Down**
10 point stats—C⊕, C⊕, **Left, Up**, C⊕
13 point stats—C⊕, C⊕, **Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left**, C⊕
Obtain all tapes—C⊕, **Left, Up**, C⊕, C⊕, **Right, Down, Up**
Perfect balance—C⊕, C⊕, **Left**, C⊕, **Right, Up, Down**
Girl's picture—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

*Level Select*
At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. Note: This code must be entered with the analog joystick, not the D-pad. You'll hear a special sound effect if the code has been input correctly. When you start a new game with this code in place, you'll be able to start playing at any level

*Cheat Codes*
At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs
• Three ball count—Hold **L** + **R** + **Z** and press **Up, Down** during the game
• Three outs—Hold **L** + **R** + **Z** and press **Down, Up** during the game
• Add one run to home team's score—Hold **L** + **R** + **Z** and press C⊕, C⊕
• Add one run to the visiting team's score—Hold **L** + **R** + **Z** and press C⊕, C⊕

*Cheat Codes*
Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off
U B E R N O O D L E—B g Head mode
H O L A S T I C K B O Y—Stick mode
S T O M P E M—Big Hands and Feet mode
P I P S Q U E A K—Tiny mode
I G O T A B F A—Pen and Ink mode
L I G H T S O U T—Blackout mode
F R O O T S T R I P E—Fruity Stripe mode
W H A T S A T E X T U R E M A P—No textures
H E E F E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
O N L Y T H E B E S T—Warp to credits
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

*Secret Codes*
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.
Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNVNI
Max stats—LLA_DORTOH
Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

*Secret Passwords*
Enter any of the following passwords at the Pay-Per-View Password screen
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppelganger select enabled
N G G O Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W 7 ) ^ p F—Starrcade
r J P m B 6 l f M l k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y l B w f Q Q F—Spring Stampede

*Codes*
Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly
Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold C⊕ and press **START**
Unlock Max Power Mode—L, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, L + **START**
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold C⊕ and press **START**

*Main Menu Codes*
Each of these codes can be entered at the "Game Select" menu, the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again
Unlock Piranha II team—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Unlock Velocitar track—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕
Power-up weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
*In Game Codes*
Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused, if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again
Race doesn't end when timer expires—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Infinite shield energy—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Unlimited weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

*Unlock All Teams & GT2 Cars*
At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z, Right, Z, Z, Z, B**, C⊕, **A, Right, START**. Now all of the teams and their cars will be available
*Unlock All Sydney Tracks*
From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available
*Top View*
During game play, press **Up, Up, Up, A, Left, A, A, A**. The camera view will immediately change after entering the code correctly

*Secret Codes*
At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes
Unlock Despair—C⊕, C⊕, C⊕, C⊕
Unlock Bunny Despair—C⊕, C⊕, C⊕, C⊕
Let Xena battle Gabrielle in Quest mode—C⊕, C⊕, C⊕, C⊕
Unlock "Titan" difficulty level—C⊕, C⊕, C⊕, C⊕
*Battle Codes*
At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes
Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

**3D LEMMINGS**

*Stage Select*

Choose "Codes" from the main menu and enter the password "LAMPWICK" Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game

*Watch Movies*

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords

SPACEAAA—Space movie
EGYPTAAA—Egyptian movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence

When you highlight "End" and press X, the scene you selected will appear

**ADIDAS POWER SOCCER**

*Dream Team*

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2** + **R2** + □ + X simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team

**ADVANCED DUNGEONS & DRAGONS IRON & BLOOD WARRIORS OF RAVENLOFT**

*Boss Codes*

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center Note The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again

The Minion of Chaos—Hold **L1** + **L2** + **R1** + **R2** + **Up** and press X

The Lord of Chaos—Press **Up**, **Down**, then roll the D-pad from **Up** to the **Down/Left** position and press △ + X simultaneously (The movement should look like this ↑ ↓ ↑ ↖ ← ↙ △ + X)

The Avatar of Order—Hold **Left** and press □, then press **Right** + ○ simultaneously

Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left**, **R1**, **R2**, **L2**, **L1**

**AGILE WARRIOR F-111X**

*Invincibility*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, □

*Maximum Fuel and Armor*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, ○

*All Weapons=999*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.

*Toggle Minimum Speed*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, X. Now your minimum speed is zero; hold **L1** to hover

*Hidden Camera Angles*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, **Up**, **Down**, **Left**, **Right**. Enter this code repeatedly for new views

*Mission Complete*

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, **Down**, **Down**, **Down**

*"Dancer" Cheat*

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, **Down**, X, **Down**, X, **Down**, X, **Down**, X, **Down**, X. Now abort the game or finish the current mission, the next time you go into a mission briefing, you'll see the hidden footage

*Play Your Own CD*

During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu

**AKUJI THE HEARTLESS**

*Debug Menu*

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, △, **Right**, □, **Left**, △, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu

*Invincibility*

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, △, X, **Up**, ○, **Left**.

*Unlimited Voodoo Spells*

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left**, **Left**, ○, **Left**, △, **Right**, ○, **Up**, **Up**, **Down**

**ALEXI LALAS INTERNATIONAL SOCCER**

*Unlock Secret Teams*

From the main menu, select "Friendly Match" Next, move the cursor down to the team name at the next screen that appears Then enter any of the following codes below You'll hear a special sound effect after entering a correct code When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category

Brazil 1970—**R1**, **R1**, **R1**, **Right**, **Right**
Die Mannschaft—**R2**, **R2**, **R2**, **Right**, **Right**
England 1966—**L1**, **L1**, **L1**, **Right**, **Right**
All Time—**L2**, **L2**, **L2**, **Right**, **Right**
Aus Asia Stars—**R1**, **Up**, **Up**, **Right**, **Right**
Africa Stars—**R2**, **Up**, **Up**, **Right**, **Right**
Oranje—**L1**, **Up**, **Up**, **Right**, **Right**
Azzurri—**L2**, **Up**, **Up**, **Right**, **Right**

**ANDRETTI RACING**

*Secret Cars*

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!" When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle

*Secret Options Menu*

At the Pause menu, highlight "Race Statistics", hold the ○ button and press X You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars

**APOCALYPSE**

*Cheat Codes*

At any time during the game, press **START** to pause, then enter any of the following codes

Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, △, **Up**, **Right**, **Down**
All Weapons—Hold **L1**, press □, ○, **Up**, **Down**, X, □
Infinite Lives—Hold **L1**, press △, ○, X,
Restore Health—Hold **L1**, press X, △, ○
See Programmers' Debug Info—Hold **L1**, press **Down**, **Down**, △
Stage Select—Hold **L1**, press △, **Up**, X, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

**ARMORED CORE: MASTER OF ARENA**

*Fix Camera's Position*

At any time during gameplay, press ○ + X + **START**. The game will pause When you press **START** again to unpause, the camera will be fixed at its current position Pause and unpause the game once more to return the camera to its normal behavior

*First Person Camera View*

At any time during gameplay, press △ + □ + **START** The game will pause When you press **START** again to unpause, the camera will move to a first person view Pause and unpause the game once more to return the camera to its normal behavior

**ARMORED CORE: PROJECT PHANTASMA**

*Fixed Camera*

While in the middle of a mission, hold ○ + X and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place Pause and unpause the game to return the camera to normal

*1st Person View*

While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal

*Change Raven's Nest Background*

From the main menu, select "Garage", then select "Edit Emblem" While you are in this mode, hold **L1** + **R1** and press **SELECT** The background texture will change to whatever is the current emblem

**ARMY MEN: AIR ATTACK**

*Passwords*

Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**
Unlock bonus ending cinematic—□, **Down**, X, **Down**, **Right**, **Right**, **Up**, **Up**
Mission 2—X, **Down**, **Left**, **Left**, □, ○, ○, **Right**
Mission 4—**Down**, **Down**, □, □, **Left**, **Right**, ○, X
Mission 5—**Right**, **Right**, X, ○, **Down**, **Up**, **Down**, **Up**
Mission 7—□, ○, X, □, △, **Left**, **Up**, **Right**
Mission 8—**Right**, **Down**, **Left**, **Up**, △, **Down**, **Up**, **Down**
Mission 9—○, ○, **Right**, **Up**, **Right**, **Up**, X, X
Mission 10—X, **Down**, **Down**, **Down**, **Down**, X, **Left**, **Right**
Mission 11—△, **Up**, ○, **Down**, □, **Left**, X, **Right**
Mission 12—**Up**, **Up**, △, △, **Left**, **Left**, ○, ○
Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, □, ○, □, ○
Mission 15—□, **Right**, **Left**, ○, ○, **Up**, **Down**,
Mission 16—**Down**, **Up**, **Down**, **Up**, △, ○, △, ○

**ARMY MEN: SARGE'S HEROES**

*Unlock All Levels*

At the main menu, hold **L1** + **R1** + □ and press **Up**, **Down**, **Left**, **Right** After entering the code correctly, you'll hear a special sound effect

*All Weapons & Infinite Ammo*

At any time during gameplay, press **START** to pause, then press □, ○, **R1**, **L1** You must press this button combination quickly, otherwise it won't work After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen

**ASTEROIDS**

*Cheat Codes*

Enter any of the following codes at the title screen while the words "PRESS START" are flashing

Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, ○, △, □, ○,
Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible Once you've picked a starting stage, press **L1** to warp there )
Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○

*"Classic Asteroids" Codes*

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary

One extra life—**Up**, **Down**, **Left**, **Right**, ○, □, X, △
99 Lives—**Up**, X, **Down**, △, **Left**, □, **Right**, ○
Invincibility—**Down**, **Down**, **Up**, **Up**, ○, □, △, △

**BALLBLAZER CHAMPIONS**

*Special Passwords*

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords

- Shrink the Rotofoil

X○XX○X
XXXXXX
XX△△XX
XXXX
X X

- Upside-down playfield

X X
XXXX
XX△△XX
XXXXXX
X○XX○X

- Must score in your own goal to win

XXXX X
○XX○X
X△XXX
XX△XX
XXXX□X

- Play as the Master Blazer, Xarta

X○○○X□
○X△X○□
○△X△○□
○X△X○□
X○○○X

- Play "Classic *Ballblazer*"

XXXX
□ XX

XX XX

**BATMAN FOREVER: THE ARCADE GAME**

*Batman's Special Moves & Combos*

Lunge Grab—→ → + Punch
Hop Kick—→ → + Kick
Uppercut—↓ ↘ → + Punch
Sliding Kick—↓ ↘ → + Kick
Roundhouse Kick—← → + Kick
Block—Hold Punch + Kick (Move D-pad to evade)
Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)
Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

*Robin's Special Moves & Combos*

Palm Strike—→ → + Punch
Flick Flack—→ → + Kick
Flash Kick—↓ ↘ → + Kick
Reverse Flash Kick—← → + Kick
Jump Kick—Jump, Kick (no kidding)
Twist Kick—Jump, ↓ + Kick
Block—Hold Punch + Kick (move D-pad to evade)
Taser Combo—With taser, Flick Flack, Flick-Flack, Flick Flack (repeat)
Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

*Tips & Secrets*

- If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you
- If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter
- When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage However, blocking will not protect you from the bat's fire attack
- At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly

**BATTLE ARENA TOSHINDEN 2**

*Boss Code 1*

Turn the game on and wait for the title screen to appear While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **R1**, **L2**, X, **L1**, **R2**, ○ before all of the text appears. You'll hear a signal to confirm the code if you're fast enough At the fighter-select screen, highlight the "?" box, Master and Uranus are now included in the random characters that appear To choose them more easily, hold the **SELECT** button, this slows down the random-select feature

*Boss Code 2*

With Boss Code 1 in place as described above, return to the title screen, while the words "1P GAME," "FULL BATTLE" etc are flying in from the left side of the screen, quickly press ○, **R2**, **L1**, X, **L2**, **R1** before all of the text appears You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button, this slows down the random-select feature

*Camera Controls*

At the Options menu, set all four of the top buttons to "NOT USED " Move down to the Camera Action setting, you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original *Battle Arena Toshinden* game; the only difference is that you can't pan left or right.

**BATTLETANX: GLOBAL ASSAULT**

*Secret Codes*

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu

All tanks on—T H R T N
All weapons on—S R T H M B

Level Select on—B C K D R
Lots of tank bucks on D P P C K T S
Brandon gang on—S M S L G N G
Cassandra gang on—N S T Y G R L

**BIO FREAKS**
*First-Person View*
During a match, hold **L2 + R2** and point the D-pad away from your opponent to activate a first-person camera view To return to the standard camera angle, hold **L2 + R2** and press **Down**

**BLAST CHAMBER**
*Infinite Lives*
At the main menu, press , **Left**, , **Right**, ○, **Down**, ○, **Up**, you'll hear a metallic sound to confirm Now start a game in "Solo Survivor" mode, when you die, your life count will not be decreased

**BLAZING DRAGONS**
*Password*
Final Level—V?U5MK4N6LULOHW5CB

**BOGEY DEAD 6**
*Secret Camera Angle*
Choose your fighter at the plane select screen, then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2** When the game starts, press **SELECT** to cycle through the different camera angles, you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face
*Access All Fighters*
At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, SELECT** You'll hear a shout and all of the fighters will become available for you to choose
*Access All Missions*
At the Mission Select map in Mission mode, just press **Up, Down, Down, Right, Left, Down, Up**, △. You'll hear a shout and all of the missions will become available for you to choose

**BRAVO AIR RACE**
*Secret Vehicles*
At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times, you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen an F-16 and a stealth fighter

**BUBSY 3D**
*Cheat Codes*
Press at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects
X M U C H O L I F E—99 lives
X T O O R O C K E R—Have all rockets
X L V L C H T M S B—Access all levels
X Z O O M M E R K B—During the game, hold **Left** on the D-pad and press **START** to warp to a different location in the current stage
X A L L D B U G C R—Activate all of the above cheats at once
X B N S C H T M M M—Play bonus round
X U R A S N A K E R—Bubsy w/black T-shirt & eyepatch
*Voice Test*
As above, access the "Load Game" menu then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario)
B U B S Y H I T X A
B U B S Y B O P X A
B U B S Y C N T X A
B U B S Y D O G X A
B U B S Y C A R X A
B U B S Y G L D X A
B U B S Y H I H X A
B U B S Y I D L X A
B U B S Y P O W X A
B U B S Y S C R X A
B U B S Y U F O X A
B U B S Y H 2 O X A
B U B S Y W O O X A
B U B S Y W O L X A
B U B S Y W O R X A

**BUGS BUNNY. LOST IN TIME**
*Unlock All Stages*
At the "Era Selector," point Bugs to an Era that is currently inaccessible Hold **L2 + R1** and press X, , **R2, L1**, ○, X, □, □, □. You'll then be able to enter any stage

**BUST-A-MOVE 4**
*Secret Codes*
Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing You'll hear a sound to confirm each one
• Access All Characters—**Right, Right**, △, **Left, Left**
This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them
• Tarot Reading—**Up**, △, **Down**, △, **Up**
This code adds a new option called "Tarot Reading" to the Option menu.
• "Ura" Puzzle Mode—△, **Left, Right, Left**, △
This code gives you a completely different collection of puzzles in the game's "Puzzle" mode
• "Talk Demo" Mode—□, **Up, Left, Down, Right, Up**, , **Down, Left, Up, Right, Down**, □
Note This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first It gives you a new option called "Talk Demo" at the Option menu

**BUST-A-MOVE '99**
*Extra Worlds*
At the title screen, quickly press ○, **Left, Right**, ○. A small green character will appear on the lower right corner of the screen when the code is successfully input Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting

**C: THE CONTRA ADVENTURE**
*Cheat Codes*
Each of the following codes can be entered at the Main Menu
• Stage select—**Left, Up, Right**, □, □, △, △, **Down**
• Infinite lives—**Up, Right**, , △, **Right, Left**, , △
• Infinite Super Bombs—□, , **Right, Down, Down, Left**, , △
• Super Machine Gun—**Right**. **Right**, □, △, **Right, Left, Down, Down**
• Movie Player—△, △, **Down**, , **Up, Up, Left**, △

**CARNAGE HEART**
*Manual Control*
During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Automatic" to "Manual", now you can control your OKE as follows
**Up, Down**—Move forward, backward
**Left, Right**—Turn left, right
**L1 + Left**—Move left
**L1 + Right**—Move right
**L1 + Up**—Change altitude up
**L1 + Down**—Change altitude down
—Grapple
△—Jump up
△ + D-pad—Jump forward, backward, left or right
X—Fire Main Weapon
○—Duck
**R2** + △—Fire Sub Weapon
**R2** + X—Fire Sub Weapon twice
**R2** + ○—Fire Sub Weapon three times
**R2** + —Fire Sub Weapon four times
If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control

**CENTIPEDE**
*Unlock All Stages*
Choose "Adventure" from the main menu When the stage select screen appears, press **R1, R1, R2, R1**, now you can choose any stage
*Extra Lives*
Start a game in Adventure mode, then press **START** to pause At the pause screen, press **L1, L1, L2, L1**, you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D pad at the "Paused" screen

**CHAMPIONSHIP BASS**
*Passwords*
Level 8—Q S P % n ? j h f n W v
Level 9—Q S P % n ? j h f k m s
Level 10—C E d W 1 z x v t S H k

**CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL**
*Secret Codes*
From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen Enter any of the passwords below at this screen Note the spaces between words.
Unlock all classes ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

**CIRCUIT BREAKERS**
*Unlock All Tracks*
At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume " Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game
*Backwards Tracks*
At the track selection screen, press **L2 + R2** + X + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards

**COLIN MCRAE RALLY**
*Cheat Codes*
From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name You'll hear a voice say "Cheat code enabled" upon entering a correct code The Jelly car code does not work in Championship mode
Race at night—N I G H T R I D E R
Race in fog—P E A S O U P E R
60 fps mode—S I L K Y S M O O T H
Fast acceleration—B U T T O N B A S H
Double engine power—M O R E O O M P H
High-pitched co-driver—H E L I U M N I C K
Turbo boost—K I T C A R
Rear wheel steering—F O R K L I F T
Four wheel steering—T R O L L E Y
Low gravity—M O O N W A L K
Unlock all courses—O P E N R O A D S
Unlock all cars—S H O E B O X E S
Small cars—D I D D Y C A R S
Hovercraft cars—H O V E R C R A F T
Metallic cars—T I N F O I L E D
Jelly car—B L A N C M A N G E
Mirror tracks—W H I T E B U N N Y

**COLONY WARS**
*Cheat Passwords*
Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear
• Enter "Hestas*Retort" for infinite energy
• Enter "Commander*Jeffer" to access all levels
• Enter "Tranquillex" to get super-cooled weapons
• Enter "Memo*X33RTY" for infinite secondary weapons

**COLONY WARS: VENGEANCE**
*Cheat Passwords*
Access the "Password" option and enter any of the following passcodes exactly as they appear here:
• Enter "Demon" for a stage-select option
• Enter "Vampire" for infinite energy
• Enter "Avalanche" for infinite Afterburner
• Enter "Chimera" for infinite Secondary weapons
• Enter "Hydra" for 99 upgrade credits
• Enter "Dark*Angel" for super-cooled weapons
• Enter "Tornado" to access all weapons
• Enter "Thunderchild" to access all fighters
• Enter "Blizzard" to activate all of the above cheats
• Enter "Stormlord" to turn all active cheats off

**COLONY WARS III: RED SUN**
*Secret Passwords*
From the main menu, select "Logon." At the Logon menu, press **R2, R2, L2, L2, R1, R1, SELECT, SELECT**. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords After entering a correct password you must select "Accept Password." Note the uppercase characters and spaces in some of the passwords.
Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
Enable "Hub Selection" item in the Logon menu—Move House
Weapons never overheat—ROCKWROK
Invincibility Awrate
Infinite ammo for secondary weapons—Sly n Devious
Infinite afterburner—Jalferezi
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard
All parts and ships cost 0 CR—Break and Enter
Own all parts—Big Daddy

**CONTENDER**
*Play as Jackal*
Note You must have a memory card with a previously saved character in Slot 1 before attempting this code From the main menu, select "Exhibition " Then, select either a 1- or 2-player game From the character select screen, press □ to switch to the character on your memory card Next, press again Jackal's face will now appear among the other selectable boxers

**COOL BOARDERS**
*Funny Announcer*
Choose "Options" from the main menu, then press the **SELECT** button 55 times at the Options screen (or 40 times if the word "Replay" is not highlighted), you'll hear a signal to confirm Now the announcer's voice is high-pitched

**COOL BOARDERS 3**
*Cheat Passwords*
Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press △ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game mode
O P E N E M—Unlock all characters
W O N I T A L L—Unlock all courses
B I G H E A D S—All characters have big heads (press **START** to activate the big heads once a race is in progress)

**COOL BOARDERS 4**
*Secret Codes*
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

**CRASH BANDICOOT**
*Password*
Enter the following special password to gain access to any stage with all gems and keys collected
△ △ △ △ X □ △ △
△ △ □ X △ ○ △ △
△ ○ △ X X X X

**CRASH BANDICOOT 2 CORTEX STRIKES BACK**
*10 Extra Lives*
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
*Secret Levels*
To access Level 26 Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27 Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him, take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.
*Bring Back Bosses*
If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move

between the different floors of the warp room

**CRASH BANDICOOT: WARPED**

*Secret Stages*

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco

In Level 11: Dino Might, take the yellow gem path form to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

**CRASH TEAM RACING**

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1** + **R1** and press **Down**, **Right**, △, **Down**, **Left**, △, **Up**

Unlock Ripper Roo—Hold **L1** + **R1** and press **Right**, ○, **Down**, **Up**, **Down**, **Right**

Unlock Dr. N. Tropy—Hold **L1** + **R1** and press **Down**, **Left**, **Right**, **Up**, **Down**, **Right**, **Right**

Unlock Papu Papu—Hold **L1** + **R1** and press **Left**, △, **Right**, **Down**, **Right**, ○, **Left**, **Left**, **Down**

Unlock Komodo Joe—Hold **L1** + **R1** and press **Down**, ○, **Left**, **Left**, △, **Right**, **Down**

Unlock Pinstripe—Hold **L1** + **R1** and press **Left**, **Right**, △, **Down**, **Right**, **Down**

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1** + **R1** and press **Right**, **Right**, **Left**, △, **Right**, **Down**, **Down**

Super Turbo Pads—Hold **L1** + **R1** and press △, **Right**, **Right**, ○, **Left**

Infinite Bombs—Hold **L1** + **R1** and press △, **Right**, **Down**, **Right**, **Up**, △, **Left**

Infinite Wumpa Fruit—Hold **L1** + **R1** and press **Down**, **Right**, **Right**, **Down**, **Down**

Infinite Masks—Hold **L1** + **R1** and press **Left**, △, **Right**, **Left**, ○, **Right**, **Down**, **Down**

Invisibility—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Up**

Unlock Scrapbook—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Left**, **Right**, △, **Right**

**CROC: LEGEND OF THE GOBBOS**

*Password*

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:

LLLLDRRLLDRDLUR

**CROC 2**

*Cheat Menu*

At the title screen, hold **L1** and press △, **Left**, **Left**, **Right**, □, **Up**, **Up**, **Left**, ○. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2** + **R2** simultaneously.

*Infinite Crystals*

At the title screen, hold **L1** and press □, □, ○, **Down**, **Left**, **Right**, **Left**, **Right**. You'll hear a sound effect confirm the code. With this code in place, hold **R2** at any time during the game and press □ to add 100 crystals to your total, up to 9,999

**CRUSADER: NO REMORSE**

*Cheat Mode*

Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 5 R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, hold **R1** and press ○ to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons w th ammo.

*"Mama's Boy" Passwords*

Mission 5—T D 5 S

Mission 10—X 5 G Z

Mission 15—J F M 4

Secret "Realtime" Mission—L R T N

*"Weekend Warrior" Passwords*

Mission 5—V D 5 S

Mission 10—Z 5 G Z

Mission 15—K F M 4

Secret "Realtime" Mission—M R T N

*"Loose Cannon" Passwords*

Mission 5—W D 5 S

Mission 10—0 5 G Z

Mission 15—L F M 4

Secret "Realtime" Mission—N R T N

*"No Remorse" Passwords*

Mission 5—X D 5 S

Mission 10—1 5 G Z

Mission 15—M F M 4

Secret "Realtime" Mission—P R T N

**CYBER TIGER**

*Passcodes*

To reach the Passcode screen, press ○ at the "Courses" screen

Unlock Cyber Badlands—H A R E S O

Unlock Cyber Canyons—N A M O P I

Unlock Cyber Sawgrass—S E C A R E

Unlock Cyber Summerlin—P O R A S O

Unlock all courses—P O Q A K I

**DARKSTALKERS 3**

*Play as Soul Stealer*

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle

*Play as Soul Stealer 2*

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body, also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

*Play as Night Warriors Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

*Play as Shin Bishamon*

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button

**DEMOLITION RACER**

*Cheat Code*

At the main menu, press X, X, □, □, △, △, ○, ○. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked

**DIE HARD TRILOGY 2: VIVA LAS VEGAS**

*3rd Person Mode Cheats*

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it

Skeleton mode—□, □, △, △, □, ○

Pop top mode—□, □, ○, ○, **R1**, **R1**

Big head mode—**R1**, **R1**, **L1**, **L1**, △, △

Electric mode—□, □, **L1**, **L1**, **R1**, **R1**

Invincibility—△, △, ○, ○, **L1**, **L2**

All weapons—**L1**, **L1**, **R1**, **R1**, ○, ○

Infinite ammo—□, □, ○, ○, **L1**, **L1**

Disable laser sight—**L1**, **L1**, △, △, **L1**, **L1**

Slow rockets—**L1**, **R1**, **R1**, **L1**, △, □

First Person View—○, ○, △, △,

*Gun Mode Cheats*

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it

Invincibility—△, △, ○, ○, **L1**, **L2**

All weapons—**L1**, **L1**, **R1**, **R1**, ○, ○

Infinite ammo—□, □, ○, ○, **L1**, **L1**

Auto reload—□, □, △, △, ○, ○

Slow motion—△, **L1**, △, **L1**, △, **L1**

Slow rockets—**L1**, **R1**, **R1**, **L1**, △, □

*Driving Mode Cheats*

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it

Invincibility—△, △, ○, ○, **L1**, **L2**

Infinite Nitro—**L1**, **L1**, **R1**, **R1**, ○, ○

Infinite time—**L1**, **R1**, □, □, **R1**, **L1**

Rain mode—□, □, **L1**, **L1**, △, ○

Invisible car body—**L1**, **R1**, **R1**, **L1**, **L1**, **R1**

*Debug Menu*

At the main menu, press **L1**, **L1**, ○, ○, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game

**DOOM**

*Cheat Codes*

Each of the following cheats must be entered while the game is paused

Map All Lines On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, □

Map All Things On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, ○

Lots of Goodies!—X, △, **L1**, **Up**, **Down**, **R2**, **Left**, **Left**

All Powerful Mode On (Invincibility)—**Down**, **L2**, □, **R1**, **Right**, **L1**, **Left**, ○

X-Ray Vision—**L1**, **R2**, **L2**, **R1**, **Right**, △, X, **Right**

Level Warp—**Right**, **Left**, **R2**, **R1**, △, **L1**, ○, X (press **Left** or **Right** to change the stage number)

**DRIVER**

*Cheat Codes*

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen

- Credits (Watch the ending credits)—**L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L1**, **L2**, **R1**
- Invincibility—**L2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**, **L1**
- Immunity (Police never chase you)—**L1**, **L2**, **R1**, **R1**, **R1**, **R2**, **L2**, **L2**, **R1**, **R1**, **L1**, **L1**, **R2**
- Rear Wheel (Car has rear wheel drive)—**R1**, **R1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **L1**, **L2**, **L2**
- Mini's (Cars appear much smaller)—**R1**, **R2**, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **L1**, **L2**, **L2**
- Stilts (Extremely long suspension)—**R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **L2**, **L2**, **L1**, **R2**, **R1**
- Antipodean (Screen appears upside-down)—**R2**, **R2**, **R1**, **L2**, **L1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **R2**, **L2**

**DUKE NUKEM: TIME TO KILL**

*Cheat Codes*

Press **START** during the game to pause, then enter any of the following codes at the pause screen

Invincibility—**L2**, **R1**, **L1**, **R2**, **Up**, **Down**, **Up**, **Down**, **SELECT**, **SELECT**

Invisibility—**L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**

Double Damage—**L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**

Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Up**

Tiny Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Down**

Big Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Left**

Tiny Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Right**

Enable Level Select at main menu—**Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Up**

All Weapons—**L1**, **L2**, **Up**, **L1**, **L2**, **Down**, **R1**, **Right**, **R2**, **Left**

Unlimited Ammo—**Left**, **Right**, **Left**, **Right**, **SELECT**, **Left**, **Right**, **Left**, **Right**, **SELECT**

All Inventory—**R1**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **L2**, **L2**

All Keys—**Up**, **Right**, **Up**, **Left**, **Down**, **Up**, **Right**, **Left**, **Right**, **Down**

**DUNE 2000**

*Reveal Entire Map*

During gameplay, move the cursor to your team icons and press X at each icon in this order: □, ○, X, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

**EAGLE ONE HARRIER ATTACK**

*Secret Codes*

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code

Unlock all missions—**R1**, **L1**, **R2**, **L2**, **START**

Infinite ammo—**R1**, **L1**, **R2**, **L2**, **R1**

God mode—**R1**, **L1**, **R2**, **L2**, **L1**

**FANTASTIC FOUR**

*Cheat Mode*

At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1** + **L2** + **R1** + **R2** at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1** + **L2** + **R1** + **R2** during gameplay to access a stage-select menu. Press **Up** or **Down** and use the △ and X buttons to choose a stage, then press **START** to warp there

**FEAR EFFECT**

*Cheat Codes*

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'd hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Down**, **R1**

Expert Mode—**Down**, **Down**, **Down**, △, **Down**, **Down**, **Down**, □, **Left**, **Right**

Instant Puzzle Solutions—**L1**, △, **Up**, **Down**, ○, ○, ○, **Down**, **Down**, **Down**, **Up**

Infinite Health—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Right**, □

Max. Ammo—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Left**, △

**FELONY 11-79**

*Access All Cars & Tracks*

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2. Tap **L2** + **R1** + **R2**, then tap **R2**, then **L2**, then **R1** + △; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available

**THE FIFTH ELEMENT**

*Cheat Menu*

At the main menu—the one that says "New Game, Load Game, Options," etc.—press **L1**, **L2**, **R2**, **R1**, **SELECT**; you'll hear a signal to confirm. Now highlight "New Game" and press X, a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more

**FIGHTING FORCE**

*Cheat Mode*

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left** + **L1** + **R2** + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen

**FIGHTING FORCE 2**

*Cheat Mode*

Hold **L1** + **L2** + **R1** + △ + **Left** and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up

**FINAL DOOM**

*Cheat Codes*

All of the cheat codes listed above for *Doom* will work with *Final Doom*

**FISHERMAN'S BAIT**

*Total Count List*

At the title screen, press **Up**, **Up**, **Down**, **Down**, **L1**, **R1**, **L1**, **R1**, X, ○, **START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

**FORMULA 1**

*Cheat Codes*

Each of the following codes can be entered at

the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly

Gibberish Mode—Hold **SELECT** and press **Left**, ○, **Up**, **Down**, **Down**, **Right**, ○, □, □

Buggy Mode—Hold **SELECT** and press **Right**, **Up**, △, **Left**, **Up**, ↑, △

Bike Mode—Hold **SELECT** and press **Down**, **Up**, ○, △, **Right**, **Up**, □, △

Lava Mode—Hold **SELECT** and press ↓, ○, **Up**, **Right**, **Right**, ○, ×

Spanish Commentary—Hold **SELECT** and press △, ○, **Right**, ○, △, ○, **Right**, ○

German Commentary—Hold **SELECT** and press **Down**, **Up**, **Left**, **Left**, ↓, ○, ×

Bonus Track—Hold **SELECT** and press **Left**, ○, ○, △, △, ○, **Up**, **Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track

### FORMULA 1 CHAMPIONSHIP EDITION

*Secret Codes*

To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names

BILLY BONUS—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edialeda, Sunob and the top secret "Sixties" circuit.

BLOOMIN ARD—Makes the game harder

BOX CHATTER—Enter this name and you'll see Muppet like representations of the game's announcers on the screen as they talk

CATS DOG—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain

LITTLE WEELS—Actually, entering this as your name will give your vehicle gigantic wheels

PI MAN—With this name in place, you'll be playing in *WipeOut* mode as a hovercraft

SWAP SHOP—Entering this name will change some of the game's sounds, check out the collision sound effects!

TOO EASY—Makes the game easier

VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat shaded polygons, which makes the game resemble Sega's *Virtua Racing*

ZOOM LENSE—Enter this name to access an overhead helicopter-style camera angle

*Championship Warp*

To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Championship Mode, you'll start at Round 16

### FORMULA 1 98

*Hidden Tracks*

Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name" and enter the following driver names to open hidden tracks

Cheesy Poofs—Unlock Stunt track

Go Cows—Unlock Roman Forum track

### FORSAKEN

*Secret Cheat Menu*

At the main menu, highlight "Options" and press **Left**, **Right**, **Left**, **Right**. Next, press × to access the Global Options menu, you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage

### FROGGER

*Stage Select*

During gameplay, press **START** to pause, then press **Right**, ↓, △, ↓, △, **R1**, **L1**, **R1**, **L1**, ○. When you return to the "Select Level" screen, all of the stages will be unlocked

*Infinite Lives*

During gameplay, press **START** to pause, then press **Right**, ↑, △, □, △, ×

### GEKIDO: URBAN FIGHTERS

*Cheats*

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.

Unlock Deformed mode—DEFORMANIA

Unlock Skeleton mode—BONECRACK

### GHOST IN THE SHELL

*Stage Select*

At the main menu, press **R2**, **R1**, □, □, **Up**, **Down**, ↓, ↑, **R2**, **R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu

### GRAND THEFT AUTO

*Cheat Codes*

Press ↑ at the character-select screen to change a character's name to one of the following cheat names, when the game starts, you'll get the following effects

• Enter the name "WEYHEY" to start with 9,999 990 points.

• Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play

• Enter "EATTHIS" to max out your "Wanted" level

• Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items

### GRAND THEFT AUTO: LONDON 1969

*Secret Codes*

Start a new game. At the character-select screen, press ↑ to change your character's name to any of the following words. The effects of these cheats are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

SWEENEY—Display coordinates on the screen

GRASS—No police

OLDBILL—Maximum filthometer

SIDEBURN—Bonus multiplier starts at x5

BIGBEN—Start with 9,999 990 points

MCVICAR—Start with 99 lives

RAZZLE—Stage select

HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

### GRAND THEFT AUTO 2

*Secret Codes*

From the main menu, select "Play," then press × again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code

Start with $1,000,000—BIGSCORE

Start with all weapons and 99 ammo—NAVARONE

Start with x5 Multiplier—HIGHFIVE

No Police—LOSEFEDS

Display Coordinates—WUGGLES

Area Select—ITSALLUP

Start with unlimited health—LIVELONG

Start with maximum Wanted Level—DESIRES

### GUILTY GEAR

*Extra Difficulty Level*

At the PlayStation logo screen, hold □ + **R2** + **L1** + **Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code, now the computer-controlled fighters will be much more effective in one-player mode

*Secret Characters: Testament and Justice*

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes

*Secret Character: Baiken*

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes

### GUNSHIP

*Invincibility*

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

### HEART OF DARKNESS

*Cheat Mode*

Hold **L1** + **L2** + **R1** + **R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu, in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu

### HERCULES ACTION GAME

*Passwords*

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning

Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

*Watch All Full-Motion Video Scenes*

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press × to skip to the next clip or press **START** to exit

### HOT SHOTS GOLF

*All Access Code*

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1** + **L2** + **R1** + **R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

*Mirror Courses*

At the Course Select screen, highlight a course, hold **L1** + **L2**, press × to lock in your selection and continue to hold **L1** + **L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

*Mirror Characters*

At the Character Select menu, highlight a golfer, hold **L1** and press ×. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

### HOT WHEELS TURBO RACING

*Secret Codes*

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—**R2**, **L1**, □, △, **R1**, **L2**, **L1**, **R2**

Small cars—↑, **R2**, **L2**, △, △, **L2**, **R2**, ↑

Large tires—□, △, □, △, **R1**, **R1**, **L2**, **L2**

No graphic textures on cars—**L1**, **R1**, **L2**, **R2**, **L1**, **R1**, **L2**, **R2**

Alternate sound effects + announcer—**R2**, **R1**, **L2**, **R2**, □, △, **L1**, **R1**

*Passwords*

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features.

PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"

TWJM—Unlock "Tow Jam" vehicle

### INVASION FROM BEYOND

*Level Select*

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)

**L1**, **R1**, **L2**, **R2**, △, ×, ○, □, □, ○, ×, △

*All Ships & Weapons*

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)

**L1**, **R1**, **L2**, **R2**, **Up**, **Down**, **Right**, **Left**, **Left**, **Right**, **Down**, **Up**

### IRRITATING STICK

*Extra Lives*

To start with seven lives instead of the usual three, enter the following code. At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code

### JACKIE CHAN STUNTMASTER

*Unlock All Levels*

At the main title screen—while the words "PRESS START button" are flashing—press **L2**, □, △, ○, ×, **R2**, **R2**; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple

*All Dragons Collected*

At the main title screen—while the words "PRESS START button" are flashing—press **L1**, **R2**, **L2**, **R2**, ↓, ↑, ×; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume

*Secret Video*

At the main title screen—while the words "PRESS START button" are flashing—press **Left**, **Right**, **R1**, ○, □, △, △; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage

### JET MOTO

*Cheat Codes*

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press ○, ○, ○, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects.

2 Player vs CPU— ○, □, **R2**, ○, △, **L2**, **Right**, **Up**

Double Stunt Points—**Right**, **Up**, ○, **L2**, △, ○, **R1**, **R2**

Unlimited Turbos—△, ○, **Right**, **R2**, **Up**, ↓, **Up**, △

Rocket Racer—△, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**

Multiple Camera Angles—△, **Down**, □, △, **L1**, **L1**, **R1**, **R1**

No Resistance—□, **L1**, △, **Right**, **L1**, **Down**, **R2**, △

Super Ability—**Down**, ○, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**

Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, ○, **Up**, ○

Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, □, **Right**, **Right**

*Access All Tracks*

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu

### JET MOTO 2

*Access All Tracks*

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the × button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work

To access all of the tracks—including the alternate tracks—follow these steps.

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5"

2) Choose "1 Player" at the main menu; highlight Lil' Dave, press X, then press △ until you get back to the main menu

3) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **R2**, **R1**, **L2**, **L1**, you won't get any confirmation of this code

4) Return to the Options menu and set the Laps Per Race to "3".

5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up**, **Left**, **Down**, **Right**, □, **R2**, ○, **L2**; you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off"
8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**; you won't get any confirmation of this code
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2**, **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**; you will hear a signal to confirm this code. Now you can access all of the tracks

*Secret Character/Extra Difficulty Setting*

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6" Then, at the main menu, quickly press **Left**, □, **Down**, △, **Right**, ○, **L1**, **R1**, you will hear a signal to confirm this code Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane"

## JUDGE DREDD

*Secret Codes*

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game

!PEMON?—Deformed characters
?LOVESEXY?—See the ending
!BEDSTRAW!—10 credits
!EIKKIN—invincibility

## KAGERO: DECEPTION II

*Sound Test*

When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times, you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu

## KNOCKOUT KINGS 2000

*Secret Boxers*

From the main menu, select "Career" and enter any of the names below as your boxer's name Note the spaces in some of the boxer names

GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONE

## LEGACY OF KAIN: SOUL REAVER

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code, codes will take effect as soon as you unpause the game.

Restore Health—Hold **L1**, press **Down**, ○, **Up**, **Left**, **Up**, **Left**
Lose Health—Hold **L1**, press **Left**, ○, **Up**, **Up**, **Down**
Max Health—Hold **L1**, press **Right**, ○, **Down**, **Up**, **Down**, **Up**
Restore Magic—Hold **L1**, press **Right**, **Right**, **Left**, △, **Right**, **Down**
Max Magic—Hold **L1**, press △, **Right**, **Down**, **Right**, **Up**, △, **Left**
All Abilities—Hold **L1**, press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, ○, **Right**, **Left**, **Down**
Fire Reaver—Hold **L1**, press △, **Right**, **Down**, ○, **Up**
Aerial Reaver—Hold **L1**, press X, **Right**, **Up**, **Up**, △, **Left**, **Left**, **Right**, **Up**
Kain Reaver—Hold **L1**, press X, ○, **Right**, △, **Left**, **Left**, **Right**, **Up**
Force Glyph—Hold **L1**, press **Down**, **Left**, △, **Down**, **Up**
Stone Glyph—Hold **L1**, press **Down**, ○, **Up**, **Left**, **Down**, **Right**, **Right**
Sound Glyph—Hold **L1**, press **Right**, **Right**, **Down**, ○, **Up**, **Up**, **Down**
Water Glyph—Hold **L1**, press **Down**, ○, **Up**, **Down**, **Right**
Fire Glyph—Hold **L1**, press **Up**, **Up**, **Right**, **Up**, △, **L2**, **Right**
Sunlight Glyph—Hold **L1**, press **Left**, ○, **Left**, **Right**, **Right**, **Up**, **Up**, **Left**

## LUNAR: SILVER STAR STORY COMPLETE

*Hidden Game*

Put the "Making of *Lunar*" CD in your PlayStation and turn it on As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, △, **START** You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

*View All FMV Scenes*

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded

## MADDEN NFL 2000

*Secret Codes*

Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is entered

PAINFUL—More injuries
ROLLERGIRL—Fumb eroosk
PICKEDOFF—Prime time
EXPRESSBALL—No interceptions
SPRONG—Super jump
SMACKDOWN—Super stiff arm
FIRSTIS20—20 yards to first down
REFISBLIND—Blind referee
M.N.ME—David Vs. Goliath
QBINTHECLUB—The QB is in the club
VERTIGO—Ball camera
WILDWEST—Dodge City Old West Stadium
XMASGIFT—Xmas Rush Stadium
COTTONCANDY—Tiburon Bros Stadium
WEPUTITTHERE Tiburon Stadium
ITSINTHEGAME—EA Sports Stadium
MOJOBABY—All '60s team
LOVEBEADS—All '70s team
COWBOYS—Fantasy Team Marshals
INTHEFUTURE Fantasy Team Industrials
15MOREMIN—Great Game 1: '81 Dolphins
BUILDMONKEYS—Great Game 1 '81 Chargers
GAMMALIGHT—Great Game 2 '76 Raiders
HACKCHEESE Great Game 2 '76 Patriots
TUNDRA—Great Game 3: '97 Packers
EARTHPEOPLE—Great Game 3 '97 Broncos
CHICKIN—Great Game 4 '85 Dolphins
DOORKNOB—Great Game 4 '85 Bears
PROFSMOOTH—Great Game 5 '90 Giants
SPOON—Great Game 5 '90 Bills
KAMEHAMEHA Great Game 6 '86 Browns
BLUESCREEN Great Game 6 '86 Broncos
CALLMESALLY—Great Game 7 '88 Niners
PTOMINFOGET Great Game 7 '88 Bengals
DONTGOFOR2—Great Game 8 '72 Steelers
GETMEADOCTOR—Great Game 8 '72 Raiders
STEAMPUNK—Great Game 9 '95 Steelers
PREDATORS—Great Game 9 '95 Colts

## MARVEL SUPER HEROES VS. STREET FIGHTER

*Secret Characters*

At the character-select screen, follow the instructions below to select alternate versions of certain characters

- Armored Spider-Man—Highlight Spider Man, hold **SELECT**, press any action button
- U.S. Agent—Highlight M Bison, hold **SELECT** and press any action button
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

*EX Option Menu*

From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay

## MARVEL VS. CAPCOM

*EX Options*

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START** The EX Option menu will appear

## MEDAL OF HONOR

*Secret Codes*

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.

Secret Screen 1—COOLCHICK
Secret Screen 2—AJRULES
Secret Staff Photo Gallery—DWIGALLERY
Secret Team Gallery—DWIMOHTEAM
Captain Dye Mode—CAPTAINDYE
Nifty Multiplayer Power-ups—DENNISMODE
American Movie Mode—SPRECHEN
Temperamental Tocsin—BRADALARM
Wireframe Mode—TRACERON
4x Firing Rate—ICOSIDODEC
Reflecting Shots—GOBLUE
Unlimited Ammo—BADCOPSHOW
Audie Murphy Mode—MOSTMEDALS
Unlock Mission 1 in the Gallery—INVASION
Unlock Mission 2 in the Gallery—BIGGRETA
Unlock Mission 3 in the Gallery—DASBOOT
Unlock Mission 4 in the Gallery—STUKA
Unlock Mission 5 in the Gallery—KOMET
Unlock Missions 6 and 7 in the Gallery—TWOSIXTWO
Unlock Victory! in the Gallery—VICTORYDAY
Unlock Mission 2—ZERSTOREN
Unlock Mission 3—BOOTSINKT
Unlock Mission 4—SENFGAS
Unlock Mission 5—SCHWERES
Unlock Mission 6—SICHERUNG
Unlock Mission 7—GESAMTHEIT
Unlock Rosie in Multiplayer—WECANDOIT
Unlock Kurt in Multiplayer—EVILKURT
Unlock Jens in Multiplayer—INTHENAVY
Unlock Johan in Multiplayer—TIREDJOHAN
Unlock Jürgen in Multiplayer—DASBOOTY
Unlock Manfred in Multiplayer—MANLYMAN
Unlock Karl in Multiplayer—SCARYKARL
Unlock Felix in Multiplayer—HOODDOWN
Unlock Von Braun in Multiplayer—ROCKETMAN
Unlock Ernst in Multiplayer—ARTCRITIC
Unlock Egon in Multiplayer—COOLSHADES
Unlock Wolfgang in Multiplayer—HOODUP
Unlock Müller in Multiplayer—B GFATMAN
Unlock Winston in Multiplayer—FINESTHOUR
Unlock Otto in Multiplayer—HERRZOMB E
Unlock Noah in Multiplayer—BEACHBALL
Unlock Bismarck in Multiplayer—WOOFWOOF
Unlock Rizal in Multiplayer—IKEANDKEN
Unlock Panzerknacker in Multiplayer—NUTCRACKER
Unlock Steven in Multiplayer—SSPIELBERG
Unlock Will in Multiplayer—PAYBACK
Unlock Game Werks Theater in Multiplayer—MACOOCOO
Unlock Site Seeing Theater in Multiplayer—SPYSCHOOL

## MEDIEVIL II

*Cheat Mode*

At any time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left**, ○, **Up**, **Down**, **Right**, ○, **Left**, **Left**, △, **Right**, ○, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu

## MISSION: IMPOSSIBLE

*Secret Passwords*

From the main menu, select "Load Game" then select "Password" Enter any of the following passwords. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—TTOPFSECRETT
View any FMV sequence—SEECOOLMOVIE
Slow-motion mode—IMTIREDTODAY
Turbo mode—GOOUTTAMYWAY
Super jump—BIONICJUMPER
All people move without animation—SCAREDSTIFFF

*Level Passwords*

Submarine Pen Area—ABEMJQLNVTPG
Russian Embassy—OGLIESHVIRLL
Russian Embassy 2—IQDSNJNTOMCI
KGB Warehouse—OQRFFSITJMNI
KGB Headquarters—EHNJHSURWJMP
KGB Headquarters 2—IGCJMJMVMRBL
Security Hallway—GDPSISJOWUAN
Security Hallway 2—GQOFISKTLMAI
Underground Sewage Plant—GGHIHSJVWRML
IMF Headquarters—IJENMUNHONCJ
IMF Headquarters 2—IMQPNHNKOSCM
Infirmary—PBFROUOPPWDB
CIA Rooftop—PMGKPUPKQSDM
CIA Rooftop 2—KEJPPUPSRKEE
CIA Mainframe Computer—PJGNOUPHQNDJ
Waterloo Station—HDGGFPKQMOBC
Train—IGILGPMLMYBO
Train 2 HDGOFTKQMOBC
Train Roof—IGJDGTMLMYBO
Lundkwist Base—NGHSMGQTXMGI
Tunnel—MOEEOJGHVXJH
Mainland—MKEHTJSSVVJD
Gunboat—AFQMOJGPVTPG

## MONSTER RANCHER 2

*Secret Monsters*

As in the original *Monster Rancher*, the best way to generate new and different monsters is by visiting the Monster Shrine and inserting different compact discs into your PlayStation, listen to the priest's instructions to find out how this is done Any CD can be used, from your favorite music CDs to computer CD-ROM discs or even other PlayStation titles. The game reads some of the digital data from your CD and uses those numbers to generate a monster that you can raise on your farm There are also many special monster types that can only be found by using ONE specific CD For example, if you use Quiet Riot's *Metal Health* CD to create a monster, you'll get a creature called "Bloodshed" that you can't get from any other CD The following is a list of these "special" CDs which can be used to create special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher 2* the way they should. Occasionally an audio CD or PlayStation game will be re-mastered or re-released with slightly different track listings, if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. *Tips & Tricks* apologizes for any such discrepancies you may encounter

*The Matrix* Original Soundtrack—"Poison"
*Dead or Alive* PlayStation game—"Kasumi
*The Woman in Me* by Shania Twain—"Mia"
*Mellow Gold* by Beck—"Moo"
*Thoroughbred* by Carol King—"Trotter"
*Under the Table and Dreaming* by Dave Matthews Band—"Blue Thunder"
*Devil Dice* PlayStation game—"Dice"
*Downtown Train* by Rod Stewart—"Tram"
*Austin Powers. The Spy Who Shagged Me* Original Soundtrack—"Eggplantern"
*Fool* by The Vegtables—"Eggplantern"
*Appetite for Destruction* by Guns 'N Roses—"Skeleton"
*Merry Christmas* by Mariah Carey—"Satan Clause"
*Christmas With the Chipmunks* by The Chipmunks—"Satan Clause"
*Tecmo Super Bowl* PlayStation game—"Forward Golem"
*Waste of Mind* by Zebrahead—"Zebra Saurian"
*Brave Fencer Musashi* PlayStation game—"Shogun"
*Third Eye Blind* by Third Eye Blind—"Ruby Knight"
*Disney's Mulan* Original Soundtrack—"Kokushi Muso"
*You've Come a Long Way, Baby* by Fatboy Slim—"Sumopion"
*Gangsstar Trippin'* by Fatboy Slim—"Sumopion"
*Dances With Wolves* Original Soundtrack—"White Tiger"

*Gex 3: Deep Cover Gecko* PlayStation game—"Frog Hopper"
*Greatest Hits* by Al Green—"Frog Hopper"
*Rush Hour* Original Soundtrack—"Kung Fu Hare"
*Homogenic* by Bjork—"Shishi"
*Millennium* by Backstreet Boys—"Happy Mask"
*Tenchu: Stealth Assassins* PlayStation game—"Ninja Kato"
*Titanic* Original Soundtrack—"Deluxe Liner"
*Knockout Kings* PlayStation game—"Boxer Bajan!"
*The X Files: Songs in the Key of X* Original Soundtrack—"U trin!"
*Nevermind* by Nirvana—"Swimmer"
*Backdraft* Original Soundtrack—"Cinder Bird"
*Enemy of the State* by Blink 182—"Chef"
*Men in Black* Original Soundtrack—"Chinois"
*Fanmail* by TLC—"Silver Suezo"
*Aenima* by Tool—"Bronze Suezo"
*Tiger Woods 99* PlayStation game—"Birdie"
*Monster Rancher* PlayStation game—"Sueki Suezo"
*The Flintstones* Original Soundtrack—"Pithecan"
*Tecmo Stackers* PlayStation game—"Calorena"
*Tecmo's Deception* PlayStation game—"Mocchini"
*Metal Health* by Quiet Riot—"Bloodshed"
*Metal Gear Solid* PlayStation game—"Gaboo Sold er"
*Terminator 2* Original Soundtrack—"Metal Jell"
*Disney's The Little Mermaid* Original Soundtrack—"Mermaid"
*FIFA 99* PlayStation game—"Dribbler"
*Rally Cross 2* PlayStation game—"Radial Niton"
*Comparsa* by Deep Forest—"White Birch"
*Electric Warrior* by T. Rex—"Pole Mock"
*The Bearsville Collection* by Bobby Charles—"Watermolony"
*The Crow: City of Angels* Original Soundtrack—"Cawken"
*Legend* by Bob Marley—"Raggae Plant"
*Speak My Language* by Inner Circle—"Raggae Plant"
*Star Wars Episode I: The Phantom Menace* Original Soundtrack—"Galaxy"
*No One Can Stop Mr. Domino* PlayStation game—"Dominos"
*Andy Warhol* by The Velvet Underground & Nico—"Gold Dust"
*Licensed to Ill* by The Beastie Boys—"Express Worm"
*Kagero: Deception II* PlayStation game—"Time Noise"

## MORTAL KOMBAT 3

*Play as Smoke*
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, ✕ six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo ninja Smoke is a selectable character in the one- or two-player modes.
*Secret Cheat Mode*
During the opening demo, quickly press ✕, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**, when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.
If you're having trouble remembering this code, here's a simpler version. During the opening demo, press ✕, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

## MORTAL KOMBAT 4

*Secret Cheat Menu*
Start a game in two-player mode, when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows.
• Player 1: Press Low Punch three times and Low Kick twice.
• Player 2: Press Low Punch twice, Block once and Low Kick three times.
After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh, continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.
*Secret Characters*
To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character select screen:
1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

## MORTAL KOMBAT TRILOGY

*Stage Select*
At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.
*Secret Character*
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.
*Secret Cheat Menu*
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:
• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press ○ when "Finish Him/Her" appears.
• Animality—Press **L2** when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press □ when "Finish Him/Her" appears.

## NANOTEK WARRIOR

*Cheat Codes*
Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:
• Refill Shield—**SELECT**, ○, **Right**, **Up**, **Up**, **L1**, **L1**, ✕
• Warp Speed Boost—○, □, ○, □, △, △, △, ✕
• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
• First-Person Viewpoint—△, ○, □, □, △, △, **SELECT**, **START**
• Randomize Level Curves—○, **SELECT**, **Left**, □, □, **Down**, **Up**, ✕

*Passwords*
Level 2—□ ✕ ✕ ✕ □ □ ✕ △ △
Level 3—✕ ○ ✕ ✕ ✕ □ □ △ □
Bonus Level 1—○ □ ✕ ✕ □ ✕ ✕ ✕ △
Level 4—△ ✕ □ ✕ □ □ △ ✕ ○
Level 5—○ ✕ □ ✕ ✕ □ △ △ ✕
Level 6—✕ □ □ ✕ □ □ △ ✕ ○
Bonus Level 2—□ □ □ ✕ □ □ △ △ □
Level 7—✕ ✕ ✕ □ ✕ △ ○ △ □
Level 8—□ ✕ ✕ □ ✕ ○ ✕ △ ○
Level 1 with upgraded NanoTek ship—✕ □ ✕ □ □ ○ ✕ △ ✕

## NASCAR 2000

*Unlock Montana Track*
At the Race Setup screen, move the cursor to "Select Track" and quickly press **L1**, **L1**, **R1**, **R1**, ↓, **L2**, **L2**, **R2**, **R2**, ○ within four seconds. The currently selected track will automatically change on the screen.
*Unlock Hidden Drivers*
At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.
Alan Kulwicki—**L1**, **R1**, **L2**, **R2**, □, **R1**, **L1**, **R2**, **L2**, ○
Benny Parsons—**L1**, **R2**, **R1**, **L2**, □, **R2**, **L1**, **R1**, **L2**, ○
Bobby Allison—**L1**, **R1**, **L1**, **R1**, □, **L2**, **R2**, **L2**, **R2**, ○
Davey Allison—**R1**, **L1**, **R1**, **L1**, □, **R2**, **L2**, **R2**, **L2**, ○
Cale Yarborough—**L1**, **L2**, **R1**, **R2**, □, **R1**, **R2**, **L1**, **L2**, ○
David Pearson—**L1**, **R1**, **R2**, **L2**, □, **R1**, **L1**, **L2**, **R2**, ○

## NASCAR RUMBLE

*All Tracks & More Cars*
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

## NBA LIVE 2000

*Unlock Legends Players*
From the "Game Setup" screen, press ○ to open the menu. Move the cursor to "Players," then press **Right** and then ✕ to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."
Bob Pettit—CRASH,BOARDS
Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FOUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,PRIDE
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—JUMP,SHOT
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,ICEMAN
Gary Payton—HUMAN,GLOVE
Bill Russel I—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
B ill Walton—SHOT,BLOCKER
David Robinson=SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—COME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—NO,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

## NBA SHOOTOUT 2000

*Easter Eggs*
At any time during gameplay, press **START** to pause the game, then hold down **L2 + R2** and press □. If you entered the code correctly the "Easter Eggs" screen will appear.

## NCAA FOOTBALL 2000

*Secret Teams*
From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.
B U C K Y—'62 Wisconsin
F A T I G U E S—'86 Miami
M O N S T E R D—'87 Miami
S H U T O U T—'91 Miami
T O O T A L E N T E D—'92 Miami
R U N O U T S I D E—'94 Miami
G A M E O F C E N T U R Y—'71 Nebraska
G O F O R 2—'83 Nebraska
S T E A M R O L L E R—'94 Nebraska
C O R N F E D—'97 Nebraska
G R E E N G A N G—'94 Oregon
L I N E B A C K E R I N T—'86 Penn State
A L M O S T N O . 1—'94 Penn State
P L A Y T H E P A S S—'73 Alabama
G O A L L I N E S T A N D—'78 Alabama
B L O C K T H A T K I C K—'85 Alabama
R E A L M E N P L A Y Z O N E—'92 Alabama
M I S S E D C H A N C E S—'89 Colorado
P U T I N L A R R Y—'96 Florida
T O M A H A W K—'93 Florida St
G E T T H E Q B—'96 Florida St.
S I C E M D A W G S—'82 Georgia
N I C E P O S E—'91 Michigan
G O L D P A I N T—'46 Notre Dame
S T R E A K O V E R—'57 Notre Dame
T A K E T H E T I E—'66 Notre Dame
L E P R E C H A U N—'88 Notre Dame
L I F T O F F—'89 Notre Dame
S C H O O N E R—'71 Oklahoma
S L O W S T A R T—'87 Oklahoma
H U R T Q B—'88 W. Virginia
R E V E N G E—'65 UCLA
P R E S S B O X—'67 UCLA
L B R R U N S—'88 UCLA
F I G H T F O R T R O Y—'62 USC
W H I T E H O R S E—'67 USC
N I C E R U N—'68 USC
R A L L Y—'74 USC
M V P R U N—'79 USC
W I L D D O G S—'91 Washington
D E J A V U—'75 ASU
W O O P I G S O O E Y—'69 Arkansas
S M A R T B A C K—'85 Auburn
T H E P L A Y—'82 Cal
T E X A S F I G H T—'69 Texas
I N S I D E N O U T S I D E—'46 Army
M I R A C L E—'84 BC
T O U C H T H E R O C K—'81 Clemson
H E D G E S—'76 Georgia
S P L I T V O T E—'97 Michigan
B R U T U S—'70 Ohio State
S M O K E Y—'97 Tennessee
T U R N O V E R—'97 Wash St
L A S E R B E A M S—Tiburon
I N T H E G A M E—EA Sports
*Cheat Codes*
From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:

CONTROVERSY—See entire poll
BIGSCREEN—Watch intro movie
STADSGALORE—All stadiums available
MINDREADER—See the CPU's plays
TIMEFLIES—Day passes more quickly during game
SCRAMBLE—Gameplay moves faster
BLUECHIP—Create a player with maximum attributes in the "Create A Player" mode
STAFFUP—Earn maximum recruiting points
GIMMEDABALL—Player always catches the ball
PIXGALORE—Player always intercepts ball
BRICKWALL—Player always tackles successfully on defense
SAFETY—High wind during game
ICBM—Player can make very long field goals
UNSTOPPABLE—Select the "Juggernaut" team type in the "Create A School" mode
BADCALL—Player earns 1 point for knocking down referee
K3G3UHF10CCG0—Disable TV style cameras before plays
Q209AH60A0—Junior Varsity mode becomes easier
S3GCAH05000G0—All American mode becomes easier
VBGIN62008041—Disable the game's demo mode

## NCAA GAMEBREAKER 2000

*Easter Eggs*
Enter the following codes at the "Easter Eggs" screen under the "Customize" menu
BEAT DOWN—All player attributes set to 99
BUILDER—Better players
BOOST—Stronger offense in simulated season
SC—Win all simulated games

## NEED FOR SPEED: HIGH STAKES

*Secret Vehicles*
Enter any of the following passcodes as your user name to unlock the corresponding vehicle:
HOTROD—Unlocks the Titan
FLASH—Unlocks the Phantom
WHIRLY—Unlocks the Police Helicopter
*Slower CPU*
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + O until the race begins.
*Blurry Mode*
In any mode, just after you select "Race," quickly hold **Up + R1 + L2** until the race begins.
*Turbo Mode*
In any mode, just after you select "Race," quickly hold **Up** + △ + X until the race begins. During the race, hold **Up** any time for a speed boost

## NEED FOR SPEED III: HOT PURSUIT

*Cheat Codes*
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features
Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCNTRY
Caverns Hidden Track—XCAV8
The Room Hidden Track—PLAYTM
Scorpio 1 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM
Activate Jaguar XJR-15—LJAGX
Activate Mercedes-Benz CLK GTR—AMGMRC
Activate El Nino—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT
All Camera Views—SEEALL
*Speed and Language Codes*
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—**Up** + X + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

## NEED FOR SPEED V-RALLY

*Cheat Codes*
Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Champ onship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears
• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode
• Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode
• Press **Left**, then press and continue to hold **R2**, the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong
• Press **Left**, then **Right**, the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

## NFL BLITZ 2000

*Secret Codes*
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code
Powerup Blockers—3-1 2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Tournament Mode—1 1-1-Down
Snow Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1 2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-2-1-Down
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1 2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2 5-Down
Weather: Clear—2-1-2-Left
Hang Time Meter—0-0-1-Right
Deranged Blitz—2-1-2-Down
Ultra Hard Blitz—3-2-3-Up
Always QB—2-2-2-Left
Red, White & Blue Ball—3-2-3-Left

## NFL GAMEDAY 2000

*Easter Eggs*
Enter these codes in the "Easter Eggs" section under the "Options" menu.
SLIDESHOW—View a slideshow of cheerleaders. You must start a game and then quit to see the slideshow
GLOVES—Receivers catch better
JUICE—Super speed bursts
PISTON—Super stiff arm
HOME COOKING—No penalties on home team
DAVIS—Running back is juiced
GD CHALLENGE—Unlock hidden difficulty level
GOLIATH—Large players
PENCILS—Tall and skinny players
FLEA CIRCUS—Tiny players
EVEN TEAMS—All players are equal
STEEL LEG—Longer field goals
BIG HITS—Harder tackles
STAMINA—Players don't get tired
HANGTIME—Bigger punts

## NGEN RACING

*Cheats*
Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code
400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

## NHL 2000

*Secret Player*
From the "Game Setup" menu, select "Advanced Options," then "Rosters," then "Player Management" and finally "Create Player." At this screen, enter the player's first name as "Joe" and "Sakic" as his last name. Note the uppercase and lowercase characters in each word. After doing this, answer "Yes" to the question that appears. Sakic's stats are all above 90

## NHL OPEN ICE

*Secret Character*
Enter the initials "G H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall of Famer Gordie Howe on the Detroit Red Wings

## NIGHTMARE CREATURES

*Cheat Password*
Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ O △ □ ↓. Next, choose "Start Game", a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level

## NIGHTMARE CREATURES II

*Stage Select*
At the main menu, hold **R2 + L1** + O + □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the game.
*Cheats Menu*
At any time during gameplay, press **START** to pause, then hold **R2 + L1** + O + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear

## NO ONE CAN STOP MR. DOMINO

*Secret Characters*
To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the country" in all six stages. To unlock the alien domino named ▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These ranking's show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, USA, World, Earth, Universe

## NUCLEAR STRIKE

*Stage Passwords*
Level 1: Delta—JUNGLEWAR
Level 2: Island—CUTTHROATS
Level 3: Peace 1—COUNTDOWN
Level 4: Peace 2—PLUTONIUM
Level 5: DMZ—PUSAN
Level 6: Fortress—ARMAGEDDON
Bonus Level: Lightning—LIGHTNING

## ODDWORLD: ABE'S EXODDUS

*Checkpoint Skip*
At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
*Stage Select*
At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, O, △, □, O, **Down, Up, Left, Right**.
*Video Scene Select*
At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, O, △, O, □, O, **Up, Down, Left, Right**.

## POOL HUSTLER

*Secret Game Mode*
At the title screen while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, X, X, **Left, Right**, □, O; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

## PSYBADEK

*Cheat Passwords*
GOANYWHERE—Enable level select
GREASEDDECK—Slippery board
JELLYJELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INLILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Deb

## R/C STUNT COPTER

*Cheat Codes*
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
**Down, Up, Left, Right**, △, X, □, O—All Gold in training levels
**Down, Up, Right, Left**, △, X, □, O—Unlock all levels
**Up, Down, Left, Right**, △, X, □, O—Your name can be three letters longer
**L2, R2, L1, R1**, △, X, □, O—Mega Points
**Up, Down, Left, Left**, X, □, O, △—Unlock movie (selectable from the Options menu)

## R•TYPES

*Level Select*
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times, you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.
*Increase Speed*
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, O
*Decrease Speed*
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, X
*Use Any Weapon*
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or O to equip yourself with a different weapon

## RAINBOW SIX

*Main Menu Cheats*
Enter the following codes at the main menu. A message will appear after entering a code correctly
All levels—Hold **L1** and press O, X, O, □, □, △, X, X
All items—Hold **L1** and press △, X, X, O, □, O, X, △
Invincibility—Hold **L1** and press □, X, △, △, X, □, O, O
Invincible hostages—Hold **L1** and press O, O, □, △, X, △, X, O
No terrorists—Hold **L1** and press △, O, O, △, □, X, △, O
All operatives revived—Hold **L1** and press △, △, X, O, O, X, □, □
Reveal map—Hold **L1** and press X, O, □, △, △, □, O, X
No locked doors—Hold **L1** and press △, □, □, △, X, O, □, △
Turn off Victory Conditions—Hold **L1** and press O, △, △, X, O, □, X, △
All attributes set to maximum—Hold **L1** and

press X, □, △, △, O, □, X, X
Watch ending—Hold **L1** and press □, △, □, □, O, O, X, △
*In-Game Cheats*
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game
Restore ammo—Hold **L1** and press □, □, O, △, X, △, X, △
Extra weapon—Hold **L1** and press X, O, O, △, □, X, □, O
Extra pistol—Hold **L1** and press X, △, □, O, □, X, △, □

## RAYSTORM
*Free Play Mode*
When the words "Press Start Button" appear at the title screen, hold **L1** + **L2** + **R1** + **R2** and press **START**, when the main menu appears, continue to hold **L1** + **L2** + **R1** + **R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**, you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option, turn it off to get infinite credits.

## READY 2 RUMBLE BOXING
*Access Special Classes + Unlock All Boxers*
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
*Two-Player Ring Codes*
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
**R1**—Championship arena
**L1**—Two-tier arena
**R1** + **L1**—Gym
*Change Costume Colors*
At the boxer selection screen, press □ + O simultaneously to change the currently selected boxer's colors.
*Change Cornerman's Voice*
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad
□ + **Up**—Irish accent
□ + **Left**—New York accent
□ + **Right**—African-American accent
□ + **Down**—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L1** + **R1** + □ until you hear a special sound effect.

## REBOOT
*Secret Codes*
Highlight "New Game" at the main menu, then enter any of the following codes, you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game
- Free Shield with Every Glitch pick-up—**Down**, **R1**, **Left**, **Right**, **Down**, **L2**, **R2**, **Left**, **Right**, **Up**
- Full Glitch Energy—**Right**, **L1**, **Up**, **Right**, **Down**, **L1**, **R1**, **Up**, **Down**, **Left**
- Play as Enzo—**Up**, **Left**, **Down**, **Left**, **Down**, **L1**, **R1**, **Right**, **Down**, **Right**
- Play as Dot Matrix—**Left**, **R1**, **Right**, **Up**, **Down**, **R2**, **L1**, **Right**, **Up**, **Down**

## ROGUE TRIP: VACATION 2012
*Cheat Codes*
During the game, hold **L1** + **R1** + **R2** and press **SELECT**, you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly)
Quick $10,000 Cash—Hold **R1** + **R2**, press **L1**, **Up**, **Down**, **Up**, **Down**
Infinite Weapons—Hold **L1** + **R1**, press **Up**, **Down**, **Up**, **R2**
Mega Guns Mode—Hold **L1** + **R1** + **R2** + X, press **Down**
Invulnerable Mode—Hold **L1** + **R1**, press **Up**, **Down**, **Left**, **Right**
Upgrade Weapons—Hold **L1** + **R1**, press **Left**, **Right**, **Left**, **Right**
Note: If you hold **L1** + **R1** + **R2** and press **Up**, **Down**, **Left**, **Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1** + **L2** + **R1** and press **SELECT** to deactivate all cheats
*Passwords*
Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—△, **L1**, **R1**, X, **L2**, **L2**
Enable Nightshade—**R1**, **R2**, **L1**, **L1**, X, O
Enable Helicopter—**L1**, △, **R2**, △, △, **R1**
Enable Alien Saucer—**R1**, □, X, □, **L2**, O
Access "Funtopia" stage (Challenge mode only)—X, O, **L2**, X, □, **L1**
Access "The Gulch" stage (Challenge mode only)—X, □, O, **L1**, **L2**, □
Battle Boss 1 (Challenge mode only)—O, **R2**, **R1**, □, **L1**, **R2**
Battle Boss 2 (Challenge mode only)—O, O, **L2**, **L1**, △, △
Infinite Jump—O, □, **R2**, X, △, **R2**
Infinite Turbo—□, X, O, △, **R1**, **R2**
Double Pickups—**L1**, **L2**, O, **L1**, **R1**, □
Increased Armor—**R1**, △, **R1**, △, **L1**, □
See *Duke Nukem: Time to Kill* movie—□, □, O, O, △, △
*Play as Big Daddy*
From the main menu, select "Options." Then, select "Password." Enter △, □, **R2**, X, △, **R2**. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage

## ROLL AWAY
*Secret Codes*
Each of the following codes can be entered at any time during the game (not while paused):
- Chess pattern background—**L1**, O, **Left**, **Right**, **L2**, **Left**, **R2**, **R2**
- Enable motion blur—**Right**, O, **L2**, O, **R1**, O, □, O
- Extra 30,000 points—□, **Up**, **Down**, **L2**, **R1**, △, X, △ (works only once per level)
- Temporary invincibility—**Right**, **Down**, **L1**, **R2**, **R1**, O, △, □
- 30 extra seconds in Time Trial mode—O, **L1**, △, △, O, X, △, **Down** (works only once per level)
- Warp to bonus stage—△, **Up**, △, **L2**, **L1**, **L2**, □, X
- Clear screen in bonus stage—**Right**, O, □, **L1**, □, O, O, □

## RUSHDOWN
*Unlock All Tracks*
At the main menu, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, △, O, △, O. Now all of the tracks will be available when you select Arcade Mode

## SAN FRANCISCO RUSH
*Secret Vehicles*
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
- Hold △ to race in a U.F.O
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose

## SHADOW MASTER
*All Weapons*
Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1** + **L2** + **R1** + **R2** + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons
*Invincibility*
In the same room described above, after defeating the aliens inside, press **L1** + **L2** + **R1** + **R2** + X simultaneously. A blue light will appear to confirm the code, now you're completely invincible
*Stage Select*
In the same room described above, after defeating the aliens inside, press **L1** + **L2** + **R1** + **R2** + △ simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game, you'll find a stage-select option on the main menu.

## SLED STORM
*Passwords*
Enter the following passwords from the password entry screen under "Load/Save" at the options menu.
Ryan / Storm Sled—O, △, □, **R2**, **R2**, **L1**, X, △
Tracey / Storm Sled—O, △, □, △, **R2**, **L1**, X, △
Gio / Storm Sled—O, △, □, **L1**, **R2**, **L1**, X, △
Travis / Storm Sled—O, △, □, **R1**, **R2**, **L1**, X, △
Nadia / Storm Sled—O, △, □, □, **R2**, **L1**, X, △
Jay / Storm Sled—O, △, □, O, **R2**, **L1**, X, △
Jackal / 400cc—**L2**, **L2**, O, **R2**, □, **R1**, **L1**, △
Sergei / 400cc—□, **L1**, □, **L2**, △, **R2**, X, O
Sergei / Storm Sled—O, △, □, X, **R2**, **L1**, X, △
Unlock Demo Track—**R2**, **L1**, △, □, △, **R1**, O, X
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, **R2**, □, O, **R1**, O, △
Unlock Super Snocross 3 through 6—**R2**, △, X, **R2**, △, □, O, X
"Fog" available in Track Select—□, **L1**, X, □, **R2**, X, △, O
"Mirror" available in Track Select—O, **L1**, **R2**, **R2**, **R1**, X, △, **L2**

## SMALL SOLDIERS
*Cheat Passwords*
O, O, △, △, O, X, □, X—Invincibility
△, △, O, O, O, X, □, X—All Weapons
*Stage Passwords*
X, X, △, □, □, X, O, X—Gorgon
□, X, △, □, □, □, O, X—Dimensional Temple
O, X, △, □, □, O, O, X—Floating Fortress
△, X, △, □, □, △, O, X—Spirit Bog
X, □, △, □, □, X, △, X—Canyon Village
□, □, △, □, □, □, △, X—Creepy Caverns
O, □, △, □, □, O, △, X—Space Ship
△, □, △, □, □, △, △, X—Hall of Patriots
X, O, △, □, □, X, X, □—Graveyard
□, O, △, □, □, □, X, □—Nuclear Mine
O, O, △, □, □, O, X, □—Launch Center
△, O, △, □, □, △, X, □—Ulhaden Fier
X, △, △, □, □, X, □, □—Garrison
□, △, △, □, □, □, □, □—Inner Sanctum

## THE SMURFS
*Level Select*
From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1**, **Up**, **Up**, **Down**, **Up**, **Left**, **Left**, **Up**, **R2**. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

## SPAWN: THE ETERNAL
*Cheat Codes*
Each of the following codes can be entered while the game is paused:
- Temporary invisibility—Hold **L1** + **R1** and press □, □, O, O, △, X
- Temporary invincibility—Hold **L1** + **R1** and press △, △, X, X, □, O
- All power-ups—Hold **L2** + **R2** and press △, O, □, X, △, X
- All inventory—Hold **L2** + **R2** and press X, □, O, △, □, O
- Refill health meter—Hold **L1** + **R1** and press X, O, △, □, X, O
- Refill Magic—Hold **L1** + **R1** and press △, O, X, □, △, O
- Skip current level—Hold **L1** + **R1** + **L2** + **R2** and press △, X, □, O, O, O

## SPEED RACER
*Access All Cars*
At the car-select screen, hold **L1** + **L2** + **R1** + **R2** + **SELECT** + **Down** and press △; now all of the cars in the game will be available.
*Extra Camera Views*
During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.
*Change the Time of Day*
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows
- Hold **L1** + **L2** to race in bright daylight
- Hold **R1** + **R2** to race at night
- Hold **L1** + **L2** + **R1** + **R2** to race at twilight

## SPICE WORLD
*Giant Spice*
At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □
*Hidden Messages*
Also at the "globe" menu, hold the **START** button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold **START** + **SELECT** and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off
*Handbag Code*
At the globe menu, hold the **START** button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor
*Naked Spice Code*
At the globe menu, hold the **START** button and press O, △, △, O. Next, press **L1** + **L2** + **R1** + **R2** + **START** + **SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls... naked?

## SPIDER: THE VIDEO GAME
*Cheat Codes*
Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:
- Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O. Repeat whenever necessary
- Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider

## SPORTS CAR GT
*Secret Codes*
Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work
**Down**, **Down**, **Left**, **Right**, **Up**, **Left**, Circle, **R2**—Unlock all tracks and classes
**Up**, **Left**, **Left**, **Right**, **Down**, **Right**, **L1**, Square—Start with $1,500,000 in Season Mode

## SPYRO THE DRAGON
*99 Lives*
At any time during the game, press **SELECT**, □, □, □, □, □, □, O, **Up**, O, **Left**, O, **Right**, O, **START**

## SPYRO 2: RIPTO'S RAGE!
*Cheat Codes*
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately
Learn all abilities—O, O, O, O, □
Big head mode—**Up**, **Up**, **Up**, **Up**, **R1**, **R1**, **R1**, **R1**, O
Parappa mode—**Left**, **Right**, **Left**, **Right**, **L2**, **R2**, **L2**, **R2**, □
View credits—□, O, □, O, □, O, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**
*Find Gems*
At any time during gameplay, press **L1** + **R1** + **R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down
*Change Spyro's Color*
At any time during gameplay, press **START** to pause the game, then press **Up**, **Right**, **Down**, **Left**, **Up**, □, **R1**, **R2**, **L1**, **L2**, **Up**, **Left**, **Down**, **Right**, **Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game

| | |
|---|---|
| Red—O | Green—△ |
| Blue—X | Light—**Up** |
| Pink—□ | Dark—**Down** |

## STAR WARS EPISODE I THE PHANTOM MENACE
*Debug Menu*
At the main menu, move the cursor to "Options" and press △, O, **Left**, **L1**, **R2**, □, O, **Left**.



PlayStation tips

You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press △.

### STREET FIGHTER ALPHA 3

*Dhalsim's Wife*
Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped

*Unlock Guile*
Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay

*Unlock Evil Ryu*
After you defeat Guile, another level will open. Defeat all of the characters in this level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode

*Unlock Shin Akuma*
After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

*Unlock Arcade Balrog*
Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

*Unlock Team Battle Mode*
Clear the China course in World Tour Mode, or play the game for 16 hours.

*Unlock Survival Mode*
Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

*Unlock Dramatic Battle and Final Battle*
Clear Arcade mode on the hardest difficulty level

### STREET FIGHTER EX2 PLUS

*Unlock All Hidden Characters*
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT**. A message will immediately appear after entering it correctly

*Unlock All Bonus Games*
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, SELECT**. A message will immediately appear after entering it correctly

*Unlock Maniac Mode*
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

*Unlock Sample Data*
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly

### STREET SKBER 2

*Secret Codes*
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left**, ○, ○, **L2**, □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right**, ○, ○, **R1**,
Max Trick Level and Skill Points—**L1**, □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**

*Alternate Clothes*
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen

### SUPERCROSS 2000

*Secret Codes*
At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N O C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 5 S—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P 1 N G O K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

### SUPERCROSS CIRCUIT

*Secret Codes*
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below
Big helmets—BIG_HELMETS
Headless riders—S_LEEPY=OLLOW
Invisible bikes—FLOATING

### SYPHON FILTER

*All Weapons + Infinite Ammo*
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2** + □ + ○ and press ×.

*Stage Select*
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT** + □ and press ×.

*Movie Theater*
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater

*Hard Difficulty*
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT** + □ + ○ and press ×

*Super Ammo*
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT** + □ + × (in that order). You'll hear a sound effect confirming input of the code.

### SYPHON FILTER 2

*Hard Difficulty*
At the title screen, hold **Up + SELECT + L1 + R2** + □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

*End Level*
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu

*Super Agent*
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

*Watch All Movies*
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2** + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu

### TARZAN

*Stage Select*
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

*In-Game Cheat Menu*
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear

### TENCHU: STEALTH ASSASSINS

*Restore Health*
Press **START** during the game to pause, then press **Left, Left, Down, Down**, □, □, △, □ to refill your energy

*Increase Item Capacity to 99*
At the item select screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, □.

*Unlock All Secret Ninja Tools*
At the item select screen, hold **R1** and press **Left, Left, Down, Down**, □, □, △, ○

*Increase Item Inventory*
At the item select screen, hold **L2** and press **Left, Left, Down, Down**, □, □, △, ×.

*Ayame's Sexy Armor*
At the item select screen, press **Left, Left, Down, Down**, □, □, △, ○

*Enable Japanese Voice-Over*
At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, ○.

*Enable Enemy Layout Selection Screen*
At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down**, □, □, △, ×.

*Debug Mode*
At any time during the game, press **START** to pause, then hold **L1** + **R2** and press **Up**, △, **Down**, ×, **Left**, □, **Right**, ○. Next, release **L1** + **R2** and press **L1, R1, L2, R2**, then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2** + **R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

### TEST DRIVE 6

*Secret Codes*
Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu.
Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R

### TEST DRIVE LE MANS

*Secret Codes*
Change your name to any of the names below to get the corresponding effects:
Race as the Audi R 8R—M A Y O U
Race as the BMW V12 LMR—P O H L I N
Race as the Toyota GT 1—P I N O U
Race as the Spacecraft on a course in space—N A I M A R
Race as the Spacecraft—M M 1
Race as the Jet—M M 2
Race as the Mad car—M M 3
Race as the Taxi—M M 4
Race as the Bus—M M 5
Race as the Ice car—M M 6
Race as the Submarine—M M 7
Race as the Hot Dog—H O T D O G
Race as the Cheese—F R O M A G E
Race as the PorkPie—P I E
Race as the Pizza—P I Z Z A
Race as Team Baptiste—B U G G Y 2
Race as Team Ivanov—B U G G Y 3
Race as Team Lumiere—B U G G Y 4
Race as Team Morgen—B U G G Y 5
Race as Team Roberts—B U G G Y 6
Race as Team Rossi—B U G G Y 7
Race as Team Xu—B U G G Y 8
Alternate "Try Again" screen—J A C K P O T

### TEST DRIVE OFF-ROAD 3

*Cheat Codes*
From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.
Sumo-Style—YOKOZUNA
Stunt Mode—TURN TRICKS
All Upgrades—MAD HOOKUP
All Divisions—SAD CLOWN
All Tracks—LEAD TO ROME
All Cheats—ZAKARY X

### THRASHER: SKATE AND DESTROY

*Secret Character*
From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesurtguy" as your name

*Extra Points*
During a game, press **START** to pause, then hold **L1** + **R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores

### TOMB RAIDER III

*Bonus Level*
If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked

*Secret Room*
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes

*Cheat Codes*
These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly.
• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly
• Level Skip—**L2, R2, L2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2, R2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

### TOMB RAIDER: THE LAST REVELATION

*Skip Level*
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1** + **L2** + **R1** + **R2** + **Up** and press △. If the compass needle is not pointing precisely north, the code won't work

### TOMORROW NEVER DIES

*In-Game Codes*
At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effect off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output
100% Health—**SELECT, SELECT**, ○, ○, **Up, Up, SELECT**
0% Health—**SELECT, SELECT**, ○, ○, **Down, Down, SELECT**
Invincible—**SELECT, SELECT**, ○, ○, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT**, ○, ○, △, **SELECT**
HUD Toggle—**SELECT, SELECT**, ○, ○, **Left, Right, SELECT**
Max Weapons—**SELECT, SELECT**, ○, ○, **L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, ○, ○
Complete Mission—**SELECT, SELECT**, ○, ○, **SELECT**, ○

Debug Info—**SELECT**, **SELECT**, ○, ○, **L2**, **R2**
Camera Cheat—**SELECT** **SELECT**, ○, ○, **R2**, **R2**
Move all objects and enemies by walking—**SELECT**, **SELECT**, ○, ○, **SELECT**, **SELECT**, △, △
Remove all objects except enemies—**SELECT**, **SELECT**, ○, ○, **SELECT**, **SELECT**, □, □
Display movement boundaries—**SELECT**, **SELECT**, ○, ○, △, △, ,
Run faster—**SELECT** **SELECT**, ○, ○, , □, ○, ○
*Main Menu Codes*
Enter these cheats at the main menu You'll hear a special sound effect after entering a correct code Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed
Unlock All Movies—**SELECT**, **SELECT** ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**
Access All Missions—**SELECT** **SELECT**, ○, ○, **L1**, **L1**, ○, **L1**, **L1**

## TONY HAWK'S PRO SKATER
*Cheat Codes*
Enter each of the following codes in the middle of a game You must press **START** to pause the game, input the code, and press **START** again to unpause After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○ **Right**, **Up**, **Down**, ○ **Right**, **Up**, , △
All stats at 10—Hold **L1** and press , △, **Up**, **Down**
All stats at 13—Hold **L1** and press ×, □, □, △, **Up**, **Down**
Unlock Levels—Hold **L1** and press △, **Right**, **Up**, , △, **Left**, **Up**, , △
Unlimited Special—Hold **L1** and press ×, △, ○, **Down**, **Up** **Right**
Big Head Mode—Hold **L1** and press □, ○, **Up**, **Left**, **Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press , ○, ×, **Up**, **Down**
Slow Motion Mode—Hold **L1** and press □, **Left**, **Up**, , **Left**
*Unlock Private Carrera*
First, enter the Officer Dick code, or unlock him through normal means Next, enter Career mode and choose Officer Dick as your character During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up**, **Left**, △ Note that this time the screen will not shake when you correctly enter the code Next, quit career mode From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick

## TRICK'N SNOWBOARDER
*Resident Evil Snowboarders*
At the title screen press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

## TRIPLE PLAY 2001
*Triple Play Dream Team*
From the main menu, select "Single Game" Then, when you reach the Team Select screen, press **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right** **Left**, **Right** You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team

## TWISTED METAL 4
*Secret Passwords*
From the main menu, select "Options," then select "Password" Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code
God Mode— **Down**, **Left**, **L1**, **Left**, **Right**
Unlock Minion—△, **L1**, **L1**, **Left**, **Up**
Unlock Sweet Tooth—**START** **R1**, **Right**, **Right**, **Left**
Unlock Crusher—**Down**, **R1**, **Right**, **R1**, **L1**
Unlock Moon Buggy—**START**, △, **Right**, **L1**, **START**

Unlock RC Car—**Up**, **Down**, **Left**, **START**, **Right**
Unlock Super Auger—**Left**, ○, △, **Right**, **Down**
Unlock Super Axel—**Up**, **Right**, **Down**, **Up**, **L1**
Unlock Super Thumper —○, △, **START**, ○, **Left**
Unlock Super Slamm—**Right**, **L1**, **START**, ○, **START**
All items are Napa ms—**Right**, **Left**, **R1**, **Right**, ○
Unlimited special weapons—△, **L1**, **Down**, △, **Up**
CPU attacks only you **Right**, △, **Right**, △, **L1**

## UM JAMMER LAMMY
*Sound Test*
If you uncover all of the chocolate pieces at the stage select menu, you'll find a new option called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform Press **L1**, **R1** or any of the four main action buttons to trigger a special move for each of the performers.

## URBAN CHAOS
*Unlock All Levels*
At the main menu, make sure the cursor is not on "Options," then hold **R1** + **L1** + **SELECT** and press **START** You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly
*Extra Weapons*
At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear near you to pick up.

## V-RALLY 2: NEED FOR SPEED
*Unlock Everything*
From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1**, **R1**, **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Up**, **Down**, ×, × + **SELECT** You'll hear a buzzer sound effect if you input the code correctly Now you'll be able to unlock any part of the game shown on this screen by pressing × at the corresponding box.

## VIGILANTE 8: 2ND OFFENSE
*Secret Codes*
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1** + **R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Slower gameplay—GO SLOW MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER FIRE
Select same cars in multi-player—MIXED_CARS
*Unlock Original* Vigilante 8 *Levels*
At any time during gameplay, press **START** to pause the game Press the **OPEN** on the PlayStation console and replace the *Vigilante 8 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

## WARCRAFT II: THE DARK SAGA
*Cheat Passwords*
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again
N T T C L N S—Instant mission victory
Y P T F L W R M—Instant mission loss
T S G D D Y T D—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
V R Y L T T L—Extra magic Mana
D C K M T—Upgrades
N S C R N—Show entire map
M K T S—Fast building
T H R C N B N L—Instant scenario victory
N V R W N N R Game never ends

*Tides of Darkness. Human Passwords*
H L L B R D—Mission 1
M B S H T M—Mission 2
H S T H S H—Mission 3
T T C K N Z—Mission 4
H T L B R D—Mission 5
D N L G Z—Mission 6
G R M B T L—Mission 7
T Y R H N D—Mission 8
B T T L T D—Mission 9
P R S N R S—Mission 10
B T R Y L N—Mission 11
B T T L T C—Mission 12
S S L T N B—Mission 13
G R T P R T—Mission 14
*Tides of Darkness. Orc Passwords*
Z L D R—Mission 1
R D T H L L—Mission 2
R C S T H S—Mission 3
S S L T N H—Mission 4
R C T L B R—Mission 5
B D L N D S—Mission 6
F L L F S T—Mission 7
R N S T N T—Mission 8
R Z N G F T—Mission 9
D S T R C T—Mission 10
D D R S S Q—Mission 11
T M B F S R—Mission 12
S G F D L R—Mission 13
F L L F L R—Mission 14
*The Dark Portal: Human Passwords*
L L R S J R—Mission 1
B T T L F R—Mission 2
N C M R N T—Mission 3
B Y N D T H—Mission 4
S H D W S S—Mission 5
F L L F C H—Mission 6
D T H W N G—Mission 7
C S T F B N—Mission 8
H R T F V L—Mission 9
B T T L F H—Mission 10
D N C F T H—Mission 11
B T T R T S—Mission 12
*The Dark Portal. Orc Passwords*
S L Y R F T—Mission 1
S K L L F G—Mission 2
T H N D R L—Mission 3
R F T W K N—Mission 4
D R G N S F—Mission 5
N W S T R M—Mission 6
S S F Z R T—Mission 7
S S L T N K—Mission 8
D P T M B F—Mission 9
L T R C—Mission 10
Y F D L R N—Mission 11
D P O R K P—Mission 12

## WCW MAYHEM
*Secret Passwords*
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

## WHO WANTS TO BE A MILLIONAIRE 2ND EDITION
*Regis Gets Angry*
To hear Regis get annoyed, at the "Enter Your Name" screen, enter any of the names below Note the spaces in some of the names Regis will also make some comments if you don't press any buttons at all on this screen

| | |
|---|---|
| REGIS | PHIL BIN |
| REGIS PHILBIN | LAURA KAMPO |
| MR PHILBIN | MJ LAROCHE |
| DAN BLONSKY | ERIC BURGESS |
| MILLIONAIRE | SCOTT PULVER |

## WILD 9
*Cheat Codes*
Each of the following cheats can be entered while the game is paused
- Red Beam—**Right**, **Up**, **Left**, ○, **Up**, ○, ○
- Restore Energy—**R1**, △, **L1**, **Left**, △, ○, ×
- 10 Grenades—**R1**, ×, **R1**, **Right**, □, **Right**, □
- 10 Missiles—×, ○, **R1**, **Right**, △, ×, △
- Open all Levels—**Up**, **Left**, **Down**, **R2**, **Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

## WIPEOUT 3
*Secret Codes*
Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
B E B E D E E—Speed Pads are white
C A N E R _ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E O R D I E—Infinite shields and Hyper-thrust

## WU-TANG: SHAOLIN STYLE
*Unlock All Characters*
At the main menu, press **Right**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly
*Even More Characters*
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing × while the cursor is at any of the original nine characters as shown below You won't see the new character until gameplay begins.
Fearmentor—Hold **SELECT** and press × at RZA
Cerith—Hold **SELECT** and press × at GZA
Lecher—Hold **SELECT** and press × at Ol' Dirty
Xin—Hold **SELECT**, press × at Inspecta Deck
Bone Gear—Hold **SELECT**, press × at Raekwon
Gasche—Hold **SELECT**, press × at Masta Killa
Otis—Hold **SELECT**, press × at Ghostface Killah
Sinensis—Hold **SELECT** and press × at U-God
Hystrix—Hold **SELECT** and press × at Method Man

## X-MEN VS. STREET FIGHTER
*Secret Options Menu*
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**, you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
- "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs Mode At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1** + **R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode

*Play as Apocalypse*
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button Apocalypse will appear as your chosen character. Here are some of his moves.
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
*Alternate Chun-Li Costume*
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her Chun-Li will appear in her *Street Fighter Alpha* costume

## XENA: WARRIOR PRINCESS
*Invincibility*
At the main menu, press **Up**, **Up**, **Up**, ○, □, **Up**, **Right**, **Left**. You'll hear a special sound effect to confirm the code
*4x Sword & Armor Upgrades*
At the main menu, press △, □, △, □, □, **Up**, **Up**, **Up**. You'll hear a special sound effect to confirm the code.

PlayStation tips

GAME BOY

## 1942

*Passwords*
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

## A BUG'S LIFE

*Passwords*
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—8 K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—1 5 9 B

## ANTZ

*Passwords*
Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

## ASTEROIDS (Game Boy Color version)

*Passwords*
Enter these passwords from the "Single Player" option under the main menu
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible

## BABE AND FRIENDS

*Passwords*
Level 2—8 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

## BOARDER ZONE

*Passwords*
Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

## BUGS BUNNY CRAZY CASTLE 3

*Garden Passwords*
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
*Hall Passwords*
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D 5 B G T
*Basement Passwords*
Stage 31—Z B 5 2 4 C
Stage 35—F M X X G 1
Stage 40—T J X V B K
Stage 45—D 5 L 2 8 6
*Treasury Passwords*
Stage 46—8 C L V D J
Stage 50—7 D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 L 8 D H
*Old Castle Password*
Stage 61—6 Z L X D H

## CARMAGEDDON

*Secret Password*
Enter 0 2 6 5 Z D ♥ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits

## CARROT CRAZY

*Stage Skip*
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage

## DONKEY KONG LAND II

*47 Kremcoins*
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A**, **B**, **A**, **B**, **A**, **B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Kubba and enter the Lost World from any Kiosk

## GAME & WATCH GALLERY

*Reset Cartridge Memory*
At the title screen, don't press **Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**. If you do, you'll lose all of your high scores and saved milestones

## GAME BOY CAMERA

*Secret Game*
Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence
*Secret Photos*
To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are)
• Page B3, photo 1—Shoot at least 60 photos
• Page B3, photo 2—Delete at least 60 photos
• Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable
• Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen
• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen
• Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer
• Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini game
• Page B3, photo 8—Get a score of 5,000 points or more in *Space Fever II*
• Page B4, photo 1—Get a score of 7,000 points or more in *Space Fever II*
• Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game
• Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game
• Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini game
• Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game
• Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game
*Secret DJ Options*
Each of the following tricks works in DJ mode when your character is on the screen
• If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note
• If you highlight "SE" and hold the D-pad diagonally in the **Up**/**Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down**/**Right**, the music will change to a lower key
• If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse
*Print DJ Music*
First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Troppy-H" synthesizer screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends
*Flip the Stamps*
When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally, if you release the **A** button at the right time, the stamp will remain flipped over on the screen
*Change Speed*
At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**

## INTER THE GECKO

*Password*
Choose "Password" from the main menu and enter the following code
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ↑ ←
← ↓ ↓ ↓ → →
This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead

## GHOSTS 'N GOBLINS

*Quest 1 Passwords*
Level 2—L ♥ K ♥ ♥ ♥ B L
Level 3—Q O M ♥ ♥ ♥ 1 H
Level 4—P S 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H
*Quest 2 Passwords*
Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L 5 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N 8 C ♥ K 4 0 N

## GODZILLA: THE SERIES

*Passwords*
Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P _ N P 5
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

## GRAND THEFT AUTO

*Unlock Hidden Characters*
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu

## JAMES BOND 007

*Mini-Games*
Choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog

## KLAX (Game Boy Color version)

*Passwords*
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed

# TIPS & TRICKS Reader Art Gallery

by Daniel Hackmann, Rogers, AR

by Chuck Onegunde, Willowsprings, MO

by Daniel Ellis, West Monroe, LA

by Michael McGahee, Lakeland, FL

Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

## LUCKY LUKE

*Passwords*
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

## MEN IN BLACK: THE SERIES

*Access Codes*
Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3
*Zoom Mode*
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
*Stage Skip*
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**, you will be warped immediately to the end of the stage.

## MORTAL KOMBAT 4

*Extra Credits*
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen, you can start with up to five.
*Kombat Codes*
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once
2) Highlight the second icon box, press **Up** nine times (or Down once)
3) At the third box, press **Up** twice
4) At the fourth box press **Up** twice
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code.
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

## MR. NUTZ

*Passwords*
Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Scream—S W W T C H

## THE NEW ADVENTURES OF MARY-KATE & ASHLEY

*Passwords*
The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Done-It—M D G K M Q

## NFL BLITZ

*Passwords*
Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4
*Secret Codes*
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

## ODDWORLD ADVENTURES

*Super Jump*
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
*Passwords*
Level 2-0—J C B C M
Level 2-1—J M B C C
Level 2-2—J M C C B
Level 2-3—J P C C D
Level 2-4—J T C C J
Level 2-5—S T C C S
Level 2-6—S B C C T
Level 2-7—T B F C Q
Level 3-1—T B K C L
Level 3-2—T B T C B
Level 3-3—T B T D C
Final Level—T B T B T

## PITFALL: BEYOND THE JUNGLE

*Passwords*
The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

## POKEMON (Red, Blue and Yellow versions)

*Celadon "Rocket Game Corner" Tips*
• Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.
• Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**.
*Evolution Tip*
Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.
*Hidden Machine Tips*
• Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.
• HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokemon.
*Master Ball Tip*
The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.
*Fight Mewtwo*
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A**. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.
*Quick Experience Gain*
If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an good way to level up Pokémon like Magikarp, which are useless before they evolve.
*Rare Candy Tip*
Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.

## RAMPAGE WORLD TOUR

*Two-Player Mode*
To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

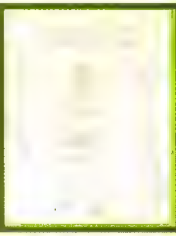
## RAMPAGE 2 UNIVERSAL TOUR

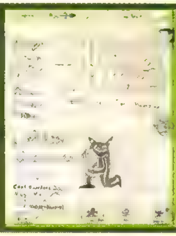
*Make Your Own Password*
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows.
1) Enter one of the following as the first character of your password to choose which character you'd like to play as.
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in.
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space
3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

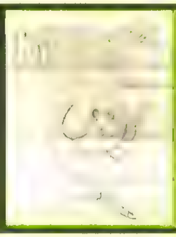
## READY 2 RUMBLE BOXING

*Unlock Hidden Boxers*
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**.
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**.
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left**.

by Robert Lee, Morristown, TN


by Kasey Cornish, Pompano Beach, FL


by Andrew Schmidt, Sewell, NJ


by Cole David, San Mateo

GAME BOY

### THE RUGRATS MOVIE

*Passwords*

Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

### RUGRATS: TIME TURNERS

*Passwords*

M J N F L F V L—1800s Goldm ne
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurass c
M F D J F V V L—Med eval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

### SHAMUS

*Cheat Passwords*

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve

5 G F 3 S G V 1 V—Level 1. The Laboratory
4 G F 3 S G V 1 T—Level 2 Shadow Studios
7 G F 3 S G V 1 X—Level 3 Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4 The Shadow's Lair Hotel and Casino

### THE SMURFS' NIGHTMARE

*"Easy" Mode Passwords*

Hefty Smurf, Bra ny Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad

*"Hard" Mode Passwords*

Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

### SPACE INVADERS (Game Boy Color version)

*Passwords*

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 7 G J M C
Saturn—W S F Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 / R W 1 G N 3 Y D R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

### SPAWN

*"Normal" Passwords*

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

*"Hard" Passwords*

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

### STAR TREK

*Shortcut Through Hyperspace*

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace You can only use this trick once in each level

*Passwords*

Planet Neural—0 5 2 3 4
Planet Kalandra—1 0 3 1 . 5
Planet Triskelion—2 3 0 7 . 6
Pallas X1 System—3 1 1 2 . 7
M-24 Alpha System—7 1 5 6 . 3

### STAR TREK: THE NEXT GENERATION

*Mission Select*

Enter the cheat code "**OVERRIDE**" at the password screen When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad

### STREET FIGHTER ALPHA

*Fight Akuma or M. Bison*

To fight Akuma as your first opponent, choose your fighter at the character select screen Then, when selecting Manual or Auto, hold **B + A** until the fight begins To fight M Bison instead, hold **SELECT + B + A** in the same way

### T2: JUDGMENT DAY

*Slow Down*

Give yourself enough time to complete Stage Three by slowing down the clock Hold down **SELECT** while you are rewiring the circuit boards Your time will run down at one tenth of the normal speed When you finish with the first circuit board, release the **SELECT** button to move on to the next one

### TARZAN (Disney version)

*Passwords*

Note The following codes are shown in numerical form To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows

- Highlight the first character of the password, press **Up** once
- Highlight the second character, press **Up** twice
- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now you can press **START** to lock in the password

The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

### TETRIS

*Start at Higher Levels*

Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose

### TETRIS ATTACK

*Special Hard Mode*

Choose "1P" from the main menu and select a "Vs. Com" game Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A** Now you're playing in "Special Hard" mode

*Extra Puzzle Mode*

Choose the "Password" option in Puzzle Mode and enter the password J 0 1 J 0 0 6 0 (those are zeroes, not the letter "O") Now you're playing against a new set of creatures in "Extra Puzzle" mode

*Special Super Game Boy Borders*

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows

Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

### TETRIS BLAST

*"Fight 2" Mode*

At the title screen, press **B** five times Then press **START**, and the "Fight 2" Mode option will appear You'll fight against all of the bosses

*Level Passwords*

Stage 2—Z F F F J J J F
Stage 3—B / M M L L K B
Stage 4—X S D D G G D M
Stage 5—K C W G L L H K
Stage 6—V G . L J J D M
Stage 7—K . T D G G M F
Stage 8—X Z S C D D K K
Stage 9—D F M Y L L D D
Stage 10—Y G C P D D H L
Stage 11—G V M Y L L C J
Stage 12—V J J V D D G K
Stage 13—C J X T B B C F
Stage 14—I L . Y L K K L
Stage 15—L X W T B M M B
Stage 16—V S R P D C C H
Stage 17—K B C D T F D F
Stage 18—X D F G Y K J F
Stage 19—F ! C D T F C M
Stage 20—T T G H P M J B
Stage 21—D B V G Y K G D
Stage 22—. J R C R C K B
Stage 23—C Y / 8 P M H F

### TETRIS DX

*Rising Pieces*

At any time during the game, you can make a falling piece rise back up to the top of the screen (This trick will not work if the falling piece is a four-square block or a straight line of four blocks ) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can As the piece rotates, it will climb back up to the top of the screen This also works on the right side of the screen If you hold **Right** on the D-pad and rapidly tap the **B** button

### TOP GEAR POCKET

*Password*

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses

### TOY STORY 2

*Passwords*

Scene 2—P B P P
Scene 3—B . W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

### TWOUBLE

*Passwords*

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

### V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP)

*Passwords*

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

### WACKY RACES

*Password*

Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup

### WORMS ARMAGEDDON

*Passwords*

In the passwords below, each number corresponds to a picture in the password entry screen From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm

Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

### WWF WRESTLEMANIA 2000

*Championship Passwords*

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon

Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

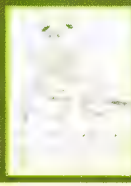
### YARS' REVENGE

*Password*

Enter the passcode "O + O O" to start at any stage up to and including Level 240

## TIPS & TRICKS Reader Art Gallery

by Sammy Lozano, Midland, TX



by Nathaniel White, Bellevue, WA

TJ Lay Antolino, Santa Ana, CA

by Chris Grier, Smiths Station, AL

## AERO WINGS

*Unlock Everything*
Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

*Special Options*
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu.

## CRAZY TAXI

*Use the Rickshaw Bike*
At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it correctly. If the code is not entered fast enough it won't work.

*Another Day Mode*
At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

*No Arrows Mode*
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + **START** and press A. Don't let go of R + **START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

*No Destination Mark Mode*
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + **START** and press A. Don't let go of L + **START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode the destination marker will never appear.

*Expert Mode*
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + **START** and press A. Don't let go of L + R + **START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

*Alternate Views and Speedometer*
At any time during a game, plug a controller into port C. On this controller, pressing Y will switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

## DEAD OR ALIVE 2

*Secret Demo Scene*
First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now you'll see a new demo scene that will appear among the others that play after the title screen appears. It will only appear at a specific point in the demo sequence, so you'll have to wait a few minutes through the other demos.

## DRACONUS: CULT OF THE WYRM

*Cheat Codes*
At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a sound effect after entering it correctly. Then, during the game, press **START** to pause and enter any of the codes below:
Restore Health—Hold L + R and press **Left**
Level Skip—Hold L + R and press **Down**
Super Code—Hold L + R and press **Right**

## EXPENDABLE

*Secret Codes*
Enter each of the following codes during a game as follows. Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

## FIGHTING FORCE 2

*Stage Select*
At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

## FLAG TO FLAG

*Rainy Weather*
Immediately after selecting a track in arcade mode, hold L + R + **Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

## GRAND THEFT AUTO 2

*Cheat Codes*
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game:
Start with $500,000—MUCHCASH
Start with $9,999 999—ULTIMATE
Start with all weapons—BIGGUNS
Start with 99 lives—BIGCATS
Unlock all levels—SESAME
Infinite energy—INFINITY
No police—LAWLESS
Start with infinite Double Damage power up—DBLWAMMY
Start with infinite invisibility—SCOOBYDO
Start with Stun Gun & infinite ammo—BIGFRIES
Start with Flame Thrower & infinite ammo—TOASTIES
Blood splats—WOUNDED
Max respect for all gangs—ALLFREND
All pedestrians are Elvis—ERRHUH
Retain weapons even if you get arrested or die—LOSTTOYS

## THE HOUSE OF THE DEAD 2

*Display Score*
At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

## HYDRO THUNDER

*Four-Second Boost + Super Start*
At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

## INCOMING

*Cheat Menu*
At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

## LEGACY OF KAIN: SOUL REAVER

*Secret Codes*
At any time during the game press **START** to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a sound effect to confirm each code, and they will take effect as soon as you unpause.
Restore Health—Hold L, press **Down, B, Up, Left, Up, Left**
Lose Health—Hold L, press **Left, B, Up, Up, Down**
Max Health—Hold L, press **Right, B, Down, Up, Down, Up**
Restore Magic—Hold L, press **Right, Right, Left, Y, Right, Down**
Max Magic—Hold L, press **Y, Right, Down, Right, Up, Y, Left**
All Abilities—Hold L, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**
Fire Reaver—Hold L, press **Y, Right, Down, B, Up**
Aerial Reaver—Hold L, press **A, B, Right, Y, Left, Left, Right, Up**
Kain Reaver—Hold L, press **A, B, Right, Y, Left, Left, Right, Up**
Fire Glyph—Hold L, press **Up, Up, Right, Up, Y, X, Right**
Force Glyph—Hold L, press **Down, Left, Y, Down, Up**
Stone Glyph—Hold L, press **Down, B, Up, Left, Down, Right, Right**
Sound Glyph—Hold L, press **Right, Right, Down, B, Up, Up, Down**
Water Glyph—Hold L, press **Down, B, Up, Down, Right**
Sunlight Glyph—Hold L, press **Left, B, Left, Right, Right, Up, Up, Left**

## MARVEL VS. CAPCOM

*Secret Characters*
Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.
Evil Morrigan—Move the cursor to Zangief, then press:
**Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Right, Down, X**
Roll—Move the cursor to Zangief, then press:
**Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Right, Right, X**
Shadow Lady—Move the cursor to Morrigan, then press:
**Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Up, X**
Orange Venom—Move the cursor to Chun-Li, then press:
**Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X**
Orange Hulk—Move the cursor to Chun-Li, then press:
**Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**
Gold War Machine—Move the cursor to Zangief, then press:
**Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**
*Select Your Special Partner*
Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.
Anita—**START** + Light P + Medium P. + Heavy P
Arthur—**START** + Light P + Medium P
Colossus—**START** + Light P + Medium P. + Medium K
Cyclops—**START** + Light P + Medium P + Medium K
Devlot—**START** + Medium P. + Heavy P.
Iceman—**START** + Medium P + Medium K
Jubilee—**START** + Medium P. + Heavy P. + Light K
Juggernaut—**START** + Light P + Medium K
Lou—**START** + Medium P
Magneto—**START** + Heavy P + Light K
Michele Heart—**START** + Light P + Light K
Pyslocke—**START** + Medium K.
Pure & Fur—**START** + Light K
Rogue—**START** + Light P + Medium P + Heavy P + Light K
Saki—**START** + Heavy P
Sentinel—**START** + Medium P. + Heavy P. + Medium K
Shadow—**START** + Light P + Heavy P + Medium K
Storm—**START** + Light P + Heavy P + Light K
Thor—**START** + Medium P + Light K
Tron Pooh—**START** + Light P + Heavy P
Unknown Soldier—**START** + Light P
U.S. Agent—**START** + Heavy P + Medium K

## MDK 2

*Alternate Costume for Kurt*
At the title screen, hold L + R and press **X, X, Y, X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

*Alternate Camera Setting*
During gameplay, press **START** to pause, then hold L + R and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

## MORTAL KOMBAT GOLD

*Cheat Menu*
At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (L + R in the default control configuration) simultaneously to access the cheat menu.

*Secret Characters*
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:
Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
*View Character Bio Screens*
Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the R button. This code works whether you've unlocked a particular movie sequence or not.

*Kombat Codes*
When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.
001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder?
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

## NBA 2K

*Codes*
Enter any of the following codes at the "Codes" screen from the "Options" menu:

Unlock Insomniacs Teams—D E V D J D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

### NBA SHOWTIME: NBA ON NBC

*Secret Characters*
To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.
KERRI—0220
KERRI—1111
LIA—0712
LIA—1111
RETRO—1970
PINTO—1966
HORSE—1966
SMALLS—0856
BIGGY—0958
NIKKO—6666
OLDMAN—2001
CRISPY—2084
JACKO—1031
THEW Z—1136
THEREF—7777
HAWK—0322
BENNY—0503
HORNET—1105
ROCKY—0201
TURBO—1111
BOOMER—0604
CRUNCH—0503
SLY—6765
GORILA—0314
SASQUA—7785
RAPTOR—1020
BEAR—1228
*Choose Your Court*
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass
*Secret Codes*
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

### NFL 2K

*Secret Codes*
Enter any of the following codes at the "Codes" screen from the "Options" menu.
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable
S C R A W L—Different screen font

### NFL BLITZ 2000

*Secret Characters*
At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN.
PUNKR—1221
PUNKB—2112
SHRUNK—6666
EDDIE—3333
MXV—1014
BOXER—2111
DINO—1111
SMILE—1111
SAD—1111
PIRATE—1111
ALIEN—1111
TREX—1111
MOOSE—1111
RAJPH—1111
CURTIS—1111
BRAIN—1111
RAIDEN—3691
SHINOK—8337
SKULL—1111
LEX—7777
THUG—1111
*Secret Codes*
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press **Right** on the D-pad. A message will appear to confirm each code.
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
No Head—3-2-1-Left
Big Football—0-5-0-Right
Hide Receiver Name—1-0-2-Right
Field Wet—5-5-5-Right
Weather Clear—2-1-2-Left
Field Muddy—5-2-5-Down
Unlimited Throw Distances—2-2-3-Right
Super Passing (2-player agreement)—4-2-3-Right
No CPU Assistance (2-player agreement)—0-1-2-Down
No Random Fumbles—4-2-3-Down
No Highlighting on Target Receiver—3-2-1-Down
No Punting—1-5-1-Up
No Interceptions—3-4-4-Up
No First Downs—2-1-0-Up
No Play Selection (2-player agreement)—1-1-5-Left
Invisible—4-3-3-Up
Smart CPU Opponent (in a 1-player game)—3-1-4-Down
Show More Field (2-player agreement)—0-2-1-Right
Show Field Goal %—0-0-1-Down
Tournament Mode (in a 2 player game)—1-1-1-Down
Power-up Offense—3-1-2-Up
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Power-up Speed (2-player agreement)—4-0-4-Left
Power-up Blockers—3-1-2-Left
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
Super Blitz (2-player agreement)—4-4-4-Up
Deranged Blitz (1-player game)—2-1-2-Down
Ultra Hard Blitz (1 player game)—3-2-3-Up
Super Blitzing—0-4-5-Up
Hyper Blitz (2-player agreement)—5-5-5-Up
Fast Passes—2-5-0-Left
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left
Always QB—2-2-2-Left
Red, White and Blue Ball—3-2-3-Left
Unidentified Ball Carrier—5-2-2-Down
Cardinals Playbook—1-0-1-Left
Falcons Playbook—1-0-2-Left
Ravens Playbook—1-0-3-Left
Bills Playbook—1-0-4-Left
Panthers Playbook—1-0-5-Left
Bears Playbook—1-1-0-Left
Bengals Playbook—1-1-2-Left
Browns Playbook—1-1-3-Left
Cowboys Playbook—1-1-4-Left
Broncos Playbook—1-1-5-Right
Lions Playbook—1-2-1-Left
Packers Playbook—1-2-2-Left
Colts Playbook—1-2-3-Up
Jaguars Playbook—1-2-4-Left
Chiefs Playbook—1-2-5-Left
Dolphins Playbook—1-3-1-Left
Vikings Playbook—1-3-2-Left
Patriots Playbook—1-3-3-Left
Saints Playbook—1-3-4-Left
Giants Playbook—1-3-5-Left
Jets Playbook—1-4-1-Left
Raiders Playbook—1-4-2-Left
Eagles Playbook—1-4-3-Left
Steelers Playbook—1-4-4-Left
Chargers Playbook—1-4-5-Left
49ers Playbook—1-5-1-Left
Seahawks Playbook—1-5-2-Left
Rams Playbook—1-5-3-Left
Buccaneers Playbook—1-5-4-Left
Titans Playbook—1-5-5-Left
Redskins Playbook—2-0-1-Left

### NFL QUARTERBACK CLUB 2000

*Cheat Passcodes*
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
Rugby mode—r g b y
Slow motion mode—f r r s t g m p
More fumbles—b t t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f i b b r
Smoking players—n s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w
Giant coin at coin toss—b g m n y

### NHL 2K

*Big Head Mode + Unlock Black Box Team*
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

### NIGHTMARE CREATURES 2

*Cheat Menu*
At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.
*Full Health*
At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

### PLASMA SWORD

*Secret Characters*
At the character select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai On will appear in the upper right corner.

### READY 2 RUMBLE BOXING

*Access Special Classes + Unlock All Boxers*
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD 51—Champ Class. In Arcade mode, all boxers are also unlocked.
*Two-Player Ring Codes*
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer.
**R**—Championship arena
**L**—Two tier arena
**R + L**—Gym
*Change Costume Colors*
At the boxer selection screen, press **X + Y** to change the currently-selected boxer's colors.
*Change Cornerman's Voice*
The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
**X + Up**—Irish accent
**X + Left**—New York accent
**X + Right**—African-American accent
**X + Down**—Hispanic accent
Also, to change the voice to a high pitched version of the Irish accent, hold **L + R + X** until you hear a special sound effect.

## TIPS & TRICKS Reader Art Gallery

by Wil Cloninger, Meadows Place, TX

by Glenn Rodgers, Houston, TX

by Erin Lyons, Edgewood, NM

by Tim Elzinga, Grand Rapids, MI

### SEGA RALLY 2

*30 FPS Mode*
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)
*Remove Effects and Backgrounds*
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level

### SLAVE ZERO

*Invincibility*
In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.
*Extra Items*
At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.
*Reduce Enemy Attacks*
At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "All Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

### SONIC ADVENTURE

*Hidden Chao Puzzle VMU Game*
Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

### SOUL FIGHTER

*Secret Codes*
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

### SPEED DEVILS

*Cheat Codes*
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

### STREET FIGHTER ALPHA 3

*Play as Shin Akuma*
At the character selection screen, highlight Akuma, then hold **START** and press **A**.

### STREET FIGHTER III: DOUBLE IMPACT

*Extra Options*
From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

### STRIKER PRO 2000

*Unlock All Teams*
At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
*Manual Ball Control*
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

### TEST DRIVE 6

*Secret Codes*
From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
Unlock all tracks—F R E R T H
Unlock all cars—D F G Y
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q

### TNN MOTORSPORTS HARDCORE HEAT

*Secret Codes*
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

### TOKYO EXTREME RACER

*Max Speed Display*
In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.
*Other Car Mark*
In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

### TONY HAWK'S PRO SKATER

*Secret Codes*
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**
*Unlock Private Carrera*
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then return to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

### TOY COMMANDER

*Secret Codes*
While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a sound effect when you press the last button of each code.
Max. Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

### TRICKSTYLE

*Cheat Codes*
Enter the following codes at the "Cheats" screen under the "Options" menu:
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

### VIGILANTE 8: 2ND OFFENSE

*Secret Codes*
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
Unlock all characters—LLA_KCOLNU
Maximum stats—LLA_DORTOH
Invincibility—ELBICNIVNI
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
Unlock original V8 levels—OLD_LEVELS
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

### VIRTUA FIGHTER 3TB

*Fight Against the Alphabet Character*
At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.
*Play as the Alphabet Character*
At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.
*Play as Dural*
At the character select screen, press **Down, Up, Right, Left, START**. Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

### VIRTUA STRIKER 2

*Secret Teams*
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team F C Sega—France, Chile, South Africa, England, Germany, Argentina
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

### WILD METAL

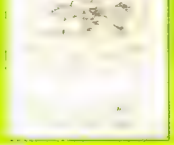
*Cheat Codes*
Enter these codes anytime during gameplay using the D-pad (not the analog joystick).
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

### ZOMBIE REVENGE

*Fighting Mode Stage Select*
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.
*Alternate Costume*
At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.

by Garrett Olson, St. Paul, MN

by Nick Tomiko, Milford, MI



by John O'Neill, Arcata, CA

by Ross Jernigan, Rocky Mount, NC

**Codes for use with InterAct Game Products' GameShark Video Game Enhancers**

## PlayStation

### DarkStalkers

800CD85A-005A—Stop timer
800CD36E-0050—Infinite Special, Player 1
800CD36E-0000—No Special, Player 1
800CD6E0-0050—Infinite Special, Player 2
800CD6E0-0000—No Special, Player 2
D40CD1A8-1000 + 800CD1A8-0000—Press **Up** for Super Jump, Player 1
D00CD4A6-0000 + 800CD4A6-0001—One win needed, Player 1

### Grind Session

8009F618-2710—All Trick Points, NYC
8009F61C-2710—All Trick Points, San Fran
8009F620-2EE0—All Trick Points, Burnside
8009F628-4E20—All Trick Points, Atlanta
8009F62C-7530—All Trick Points, London
8009F630-9C40—All Trick Points, Detroit
8009F658-4E20—All Pro Points, NYC
8009F65C-7530—All Pro Points, San Fran
8009F660-9C40—All Pro Points, Burnside
8009F668-EA60—All Pro Points, Atlanta
8009F66C-1170 + 8009F66E-0001—All Pro Points, London
8009F670-3880 + 8009F672-0001—All Pro Points, Detroit
8009F698-000A—All Items Hit, NYC
8009F69C-000A—All Items Hit, San Fran
8009F6A0-000A—All Items Hit, Burnside
8009F6A8-000A—All Items Hit, Atlanta
8009F6AC-000A—All Items Hit, London
8009F6B0-000A—All Items Hit, Detroit
8009F6D8-000A—All Tech Lines, NYC
8009F6DC-000A—All Tech Lines, San Fran
8009F6E0-000A—All Tech Lines, Burnside
8009F6E8-000A—All Tech Lines, Atlanta
8009F6EC-000A—All Tech Lines, London
8009F6F0-000A—All Tech Lines, Detroit
8009F624-0001—1st place, Slam City
8009F634-0001—1st place, Huntington
800A48A0-0014—Easy win on Endurance Levels
800A3FE0-03FF—Tournament Levels, Easy All Items Destroyed
800A1C84-0001—Unlock John Cardiel extra board
800A1C6C-0001 + 800A1C70-0001 + 800A1C74-0001 + 800A1C78-0001 + 800A1C7C-0001 + 800A1C80-0001—Unlock John Cardiel pictures
800A1C88-0001—Unlock John Cardiel video/unlock Demon
800A1CAC-0001 + 800A1CB0-0001 + 800A1CB4-0001 + 800A1CB8-0001 + 800A1CBC-0001—Unlock Skater 1 pictures
800A1CC0-0001 + 800A1CC4-0001—Unlock Skater 1 extra boards
800A1CC8-0001—Unlock Skater 1 video/unlock Stinger
800A1CEC-0001 + 800A1CF0-0001 + 800A1CF4-0001 + 800A1CF8-0001 + 800A1CFC-0001—Unlock Skater 2 pictures
800A1D00-0001 + 800A1D04-0001—Unlock Skater 2 extra boards
800A1D08-0001—Unlock Skater 2 video/unlock Golgotha
800A1B44-0001—Unlock Willy Santos extra board
800A1B48-0001—Unlock Willy Santos video/unlock Skator
800A1B2C-0001 + 800A1B30-0001 + 800A1B34-0001 + 800A1B38-0001 + 800A1B3C-0001 + 800A1B40-0001—Unlock Willy Santos pictures
800A1B6C-0001 +800A1B70-0001 + 800A1B74-0001 + 800A1B78-0001 + 800A1B7C-0001 + 800A1B80-0001—Unlock Daewon Song pictures
800A1B84 0001—Unlock Daewon Song extra board
800A1B88-0001—Unlock Daewon Song video/unlock Rex
800A1BAC-0001 + 800A1BB0-0001 + 800A1BB4-0001 + 800A1BB8-0001 + 800A1BBC-0001 + 800A1BC0-0001 + 800A1BC2-0001—Unlock Cara-Beth pictures
800A1BC4-0001—Unlock Cara-Beth extra board
800A1BC8-0001—Unlock Cara-Beth video/unlock Hang Man
800A1BEC-0001+ 800A1BF0-0001 + 800A1BF4-0001 + 800A1BF8-0001 + 800A1BFC-0001 + 800A1C00-0001—Unlock Ed Templeton pictures
800A1C04-0001—Unlock Ed Templeton extra board
800A1C08-0001—Unlock Ed Templeton video/unlock Stanley
800A1C2C-0001 + 800A1C30-0001 + 800A1C34-0001 + 800A1C38-0001 + 800A1C3C-0001 + 800A1C40-0001—Unlock PigPenn pictures
800A1C44-0001—Unlock PigPenn extra board
800A1C48-0001—Unlock PigPenn video/unlock Dave Carnie

### Kurt Warner's Arena Football Unleashed

8018F728-0001—Show field goal %
8018F700-0001—Show hang time
8018f7c0 0001—Hide audible names
8018F6F8-0001—Big football
3018F66B-0001 + 8018F66C-0101—All videos unlocked
801C8EC0-0001—Team 1 always charged up
801C8EC0-0000—Team 1 never charged up
801C8EC4-0001—Team 2 always charged up
801C8EC4-0000—Team 2 never charged up
801C8F32-0064—P1 infinite Turbo

### MediEvil 2

800F152C-012C—Infinite health
800F162C-0001 + 800F161C-0001 + 800F1618-0001 + 800F1640-0001—Have keys
800F1630-0001—Have Scroll of Sekhmet
800F1634-0001—Have Staff of Anubis
800F1638-0001—Have Tablet of Horus
800F155c-0001—Have Small Sword
800F1560-0001—Have Broad Sword
800F1564-0001—Have Magic Sword
800F1568-0001—Have Cane Stick
800F156C-0064—Infinite Pistol ammo
800F1570-0001—Have Hammer
800F1574-0096—Infinite Crossbow
800F1578-0096—Infinite Flaming Crossbow
800F157C-0001—Have Axe
800F1580-0096—Infinite Gatling Gun

### Nightmare Creatures II

300AA83C-0001—Have Gun (Level 1)
300AA842-0001—Have Hell Fire Power Up (Level 1)

300AA844-0001—Have Gory Spirit Power Up (Level 1)
300AA845-0001—Have Toxic Power Up (Level 1)
300AA846-0001—Have Crown of Thorns Power Up (Level 1)
300AA848-0001—Have Key (Level 1)
300AA849-0001—Have Key 2 (Level 1)
300AA84E-0001—Have Key 3 (Level 1)
300AA84A-0001—Have Small Key (Level 1)
300AA84B-0001—Have Keys on Key Ring (Level 1)
300AA84C-0001—Have Dynamite (Level 1)
300AA84D-0001—Have Bolt Cutters (Level 1)

**Spec Ops: Stealth Patrol**

80065EBC-DDF8—Infinite mission time
D00254C0-0039 + 800254C6-2400—Infinite health (both Rangers)

**Street Fighter Alpha 2**

D2190324-1F02 + 801981F2-0001 +
D0190324-1F02 + 801981F0-0001 +
D0190324-1F02 + 80198584-0001 +
D0190324-1F02 + 80198586-0001—Sudden Death mode
801981F2-0090 + 801981F0-0090—Infinite health, Player 1
8019825A-0090—Player 1 Level 3 Supers
80198584-0090 + 80198586-0090—Infinite health, Player 2
801985EE-0090—Player 2 Level 3 Supers

**Street Fighter Alpha 3**

80130BEA-2400—Hit anywhere
80194550-0000—Player 1 easily dizzied
80194998-0000—Player 2 easily dizzied
801943A0-0000 + 8019492C-0000—Infinite Custom Combo, Player 1
801947E8-0000 + 801944E4-0000—Infinite Custom Combo, Player 2
301942E9-0000—Player 1 Specials in air
30194731-0000—Player 2 Specials in air
80194160-967F + 80194162-0098—Max. Exp. World Tour mode
80194164-967F + 80194166-0098—Max. X-Ism Exp. World Tour Mode
80194168-967F + 8019416A-0098—Max. Exp for A-Ism World Tour mode
8019416C-967F + 8019416E-0098—Max. Exp for V-Ism World Tour mode

**Striker Pro 2000**

800C89A4-0000—Home team scores 0
800C89A4-0064—Home team scores 99
800C89A8-0000—Away team scores 0
800C89A8-0063—Away team scores 99
800B9074-000A—Pass all certifications

**Vagrant Story**

D005E1C0-0020 + 8011FA58-00FA—Press O for health
D005E1C0-0020 + 8011FA60-0064—Press O for maxed Risk
D005E1C0-0020 + 8011FA60-0000—Press O for low Risk
D005E1E0-0020 + 8011FED8-00C8—Press O for Excellent R. Arm status
D005E1C0-0020 + 8011FEB4-00C8—Press O for Excellent L. Arm status
D005E1C0-0020 + 8011FF90-00C8—Press O for Excellent Head status
D005E1C0-0020 + 8012006C-00C8—Press O for Excellent Body status
D005E1C0-0020 + 80120148-00C8—Press O for Excellent Legs status
D005E1C0-0020 + 801FBC84-03E7—Hold O during attack for 999 hit

## Nintendo 64

**Bomberman 64: 2nd Attack**

F1073EE4-2400—Enable code; MUST BE ON
D108F912-0005 + 8108F912-000A + 810AD762-0005 +810AD762-000A—Maximum health (Story mode)
800AD75F-000A—Infinite health (Story mode)
800AD733-0003—Fire always at Level 3 (Story mode)
800AD737-0003—Bombs always at Level 3 (Story Mode)

**Perfect Dark**

EE000000-0000—Enable Code, Lo Res mode
D313D6EC-0005 + 8113D6EC-3F80 + D313D6DC-0005 + 8113D6DC-3F80—Extra health, Player 1 (Lo Res levels 1-23)
D013EE6F-001E + 8013E5FE-0032 —Infinite ammo (Left), Player 1 (Lo Res levels 1-23)
D013EE6F-001E + 8013DE5A-0032—Infinite ammo (Right), Player 1 (Lo Res levels 1-23)
D013EE6F-001E + 8013EE70-0007—Have all weapons, Player 1 (Lo Res levels 1-23)
D313F34C-0005 + 8113F34C-3F80 + D313F35C-0005 + 8113F35C-3F80—Extra health, Player 2 (Lo Res levels 1-23)
D0140ADF-001E + 8014026F-0032—Infinite ammo (Left), Player 2 (Lo Res levels 1-23)
D0140ADF-001E + 8013FACB-0032—Infinite ammo (Right), Player 2 (Lo Res levels 1-23)
D0140ADF-001E + 80140AE0-0007—Have all weapons, Player 2 (Lo Res levels 1-23)
D313AEDC-0005 + 8113AEDC-3F80—Extra health, Player 1 (Lo Res levels 24-up)
D013C66F-001E + 8013BDFE-0032—Infinite ammo (Left), Player 1 (Lo Res levels 24-up)
D013C66F-001E + 8013B65A-0032—Infinite ammo (Right), Player 1 (Lo Res levels 24-up)
D013C66F-001E + 8013C670-0007—Have all weapons, Player 1 (Lo Res levels 24-up)
D313CB4C-0005 + 8113CB4C-3F80—Extra health, Player 2 (Lo Res levels 24-up)
D013E2DF-001E +8013DA6E-0032—Infinite ammo (Left), Player 2 (Lo Res levels 24-up)
D013E2DF-001E + 8013D2CA-0032—Infinite ammo (Right), Player 2 (Lo Res levels 24-up)
D013E2DF-001E + 8013E2E0-0007—Have all weapons, Player 2 (Lo Res levels 24-up)

**Pokémon Snap**

803AE51F-0001—Have apples
803AE51F-0002—Have apples and bombs
803AE51F-0004—Have apples, bombs and flute
80382CB7-0000—Rapid-fire apples and bombs
D00489E0-0004 + 802020F5-0001—Press **Down** on D-pad to stop on Beach level (press C▲ to start moving)
D00489E0-0004 + 801DDC55-0001—Press **Down** on D-pad to stop on Tunnel level (C▲ to start moving)
D00489E0-0004 + 801FC5C5-0001—Press **Down** on D-pad to stop on Volcano level (C▲ to start moving)
D00489E0-0004 + 801EF96D-0001—Press **Down** on D-pad to stop on River level (C▲ to start moving)
D00489E0-0004 + 80202225-0001—Press **Down** on D-pad to stop on Cave level (press C▲ to start moving)
D00489E0-0004 + 801D9ABD-0001—Press **Down** on D-pad to stop on Valley level (press C▲ to start moving)

# TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

Some scores provided by.
The Official Electronic Games Scoreboard™
www.twinqalaxies.com

## JOHNNY ZEE'S ARCADE
STATION B Victoria, British Columbia, CANADA • V8R 6S8 • (250) 384-3077

| GAME | HI SCORE | NAME |
|---|---|---|
| Virtua Cop | 4,223,800 | KEV |
| Stargate (pinball) | 999,000,000 | JET |
| Star Wars Trilogy (pinball) | 2,824,400 | TIM |
| Top Skater (Beginner) | 666,803 | RAK |
| Time Crisis (solo) | 1,015,240 | ??? |
| San Francisco Rush (track 1) | 2'18"88 | Victor |
| Silent Scope | 766,100 | Victor |
| | | |
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| | | |

## ALADDIN'S CASTLE
4400 Sargent Road • Sioux City, IA 51106 • (712) 276-2680

| GAME | HI SCORE | NAME |
|---|---|---|
| Hydro Thunder (Arctic Circle) | 1:49.32 | Jamie Zepp |
| Hydro Thunder (Thunder Park) | 1:50.03 | Arolabino Okubanjo |
| Hydro Thunder (Thunder Park) | 1:44.83 | Jamie Zepp |
| Hydro Thunder (Lost Island) | 1:38.93 | Arolabino Okubanjo |
| Hydro Thunder (Lost Island) | 1:39.29 | Jamie Zepp |
| Hydro Thunder (Hydro Speedway) | 1:44.68 | Jamie Zepp |
| Hydro Thunder (Hydro Speedway) | 1:52.06 | Arolabino Okubanjo |
| Hydro Thunder (Nile Adventures) | 3:04.87 | Jamie Zepp |
| Hydro Thunder (New York Disaster) | 1:49.43 | Jamie Zepp |
| Street Fighter Alpha 3 | 16 wins | Angel Mateo |

## OUTER LIMITS
3101 North Main Street • Anderson, SC 29621 • (864) 225-1571

| GAME | HI SCORE | NAME |
|---|---|---|
| Soul Caliber | 2.35.23 | ABA |
| Tekken Tag Tournament | 2 39.10 | BOB |
| Marvel vs. Capcom 2 | 79,222,830 | Zack Webster |
| Marvel vs. Capcom 2 | 67,414,742 | DRW |
| Crazy Taxi | $7,414.00 | OGU |
| Wave Runner (Beginner) | 2 27'85 | DVP |
| Silent Scope | 72,417 (75%) | Tony Callaham |
| Mortal Kombat 4 | 53 wins | BOB |
| Blitz '99 (Overall Record) | 354-2 | ZEE |
| | | |

## TILT
8700 NE Vancouver Mall Drive • Vancouver, WA 98621 • (360) 260-3469

| GAME | HI SCORE | NAME |
|---|---|---|
| Time Crisis II (solo) | 783,500 | ATK |
| Silent Scope II | 488,500 (94%) | NEJ |
| Tekken Tag Tournament | 34 wins | TOM |
| | | |

## SHATTO 39 LANES
3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

| GAME | HI SCORE | NAME |
|---|---|---|
| Marvel vs. Capcom 2 | 2,346,780,600 | J.R Rodriguez |
| Marvel vs. Capcom 2 | 78 wins | J.R.Rodriguez |
| Marvel vs. Capcom 2 | 56 wins | Julio |
| Tekken Tag Tournament | 46 wins | Julio |
| Tekken Tag Tournament | 0 59'68 | Julio |
| Street Fighter III: 3rd Strike | 9,846,700 | J R Rodriguez |
| Street Fighter III: 3rd Strike | 8,495,600 | MORRO |
| Street Fighter III: 3rd Strike | 20 wins | George Posadas |
| Street Fighter III: 2nd Impact | 9,999,900 | J R Rodriguez |
| Street Fighter III: 2nd Impact | 15 wins | Adolfo |

## SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

| GAME | HI SCORE | NAME |
|---|---|---|
| Gauntlet Legends (Archer) | Level 99 x 9 | DAV |
| Marvel vs. Capcom 2 | 82 wins | Ari Weintraub |
| Tekken Tag Tournament | 45 wins | Ari Weintraub |
| Top Skater | 549,941 | SRB |
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## HI SCORE ARCADE
612 E. Pine • Seattle, WA 98122 • (206) 860-8839

| GAME | HI SCORE | NAME |
|---|---|---|
| Rush the Rock (Track 2) | 5 02'46 | William Hope |
| Galaga | 207,840 | Jeffrey Gilbert |
| Arabian Nights (pinball) | 13,490,640 | Roya Naini |
| Centipede | 423,333 | Dragonsue |
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## CIRCUS ARCADE
1201 Paul Bunyan Dr. NW • Bemidji, MN 56601 • (218) 751-7733

| GAME | HI SCORE | NAME |
|---|---|---|
| Area 51 | 303,650 | Ben Ramsayer |
| Area 51 | 292,600 | Ben Ramsayer |
| Area 51 | 279,750 | Ben Ramsayer |
| Cruis'n Exotica (Alaska) | 1:33'31 | Terry Kirk |
| Cruis'n Exotica (Mars) | 1:40'28 | Terry Kirk |
| Cruis'n Exotica (India) | 1:20'35 | Terry Kirk |
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## TIME OUT
201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8802

| GAME | HI SCORE | NAME |
|---|---|---|
| Star Wars Trilogy | 1,599,800 | Brian Slapinsky |
| Hydro Thunder (NY Disaster) | 1:53'29 | Jason Banus |
| Hydro Thunder (Lost Island) | 1:40'00 | Jason Banus |
| Marvel vs. Capcom | 972,800 | Jason Banus |
| Point Blank (Beginner) | 109,135 | Frankie Saez |
| Tekken 3 (Xiaoyu) | 2:32.38 | Robert Grube |
| Marvel vs. Capcom | 2,935,300 | Harry Liu |
| | | |
| | | |
| | | |

## ALADDIN'S CASTLE
8300 Sudley Road Space F-12 • Manasas, VA 20109 • (703) 330-0174

| GAME | HI SCORE | NAME |
|---|---|---|
| Hydro Thunder (Thunder Park) | 1:47'53 | CEP |
| Hydro Thunder (NY Disaster) | 1:49'03 | JAY |
| Hydro Thunder (Lost Island) | 1:38'36 | JAY |
| Hydro Thunder (Far East) | 1:56'53 | PGT |
| Hydro Thunder (Lake Powell) | 2:00'59 | CEP |
| Cruis'n World (Germany) | 1:39.74 | Paul Tholen |
| Cruis'n World (Italy) | 1:41.98 | Paul Tholen |
| | | |
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## ALL AMUSEMENT CENTER
7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

| GAME | HI SCORE | NAME |
|---|---|---|
| Tekken Tag Tournament | 47 wins | George Alfonso |
| Tekken Tag Tournament | 2:03'00 | SOO |
| Tekken 3 | 36 wins | Mark Jingco |
| Hip Hop Mania (Random Mode) | 597,461 | Mark Jingco |
| Hip Hop Mania (Easy) | 606,597 | Derrick Espinoza |
| Marvel vs. Capcom 2 | 56 wins | James Kim |
| Marvel vs. Capcom 2 | 29 wins | Lon Casino |
| Marvel vs. Capcom 2 | 19 wisn | Andrew Go |
| | | |
| | | |

## TILT
Lloyd Center• Portland, OR 97211 • (503) 282-7201

| GAME | HI SCORE | NAME |
|---|---|---|
| Tekken Tag Tournament | 45 wins | RAY |
| Sega GT | 2:11'00 | DAY |
| Street Fighter Alpha 3 | 128,200 | RYU |
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## LASER QUEST
224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

| GAME | HI SCORE | NAME |
|---|---|---|
| Maximum Force | 209,750 | MBW |
| Hydro Thunder (Far East) | 1:51'49 | RPN |
| Hydro Thunder (Lost Island) | 1:41'06 | RPN |
| Hydro Thunder (Arctic Circle) | 1:48'59 | RPN |
| Hydro Thunder (Lake Powell) | 1:56'18 | RPN |
| Hydro Thunder (NY Disaster) | 1:54'96 | RPN |
| Hydro Thunder (Greek Isles) | 1:45'99 | RPN |
| Revolution X | 1,415,000 | MSJ |
| Gauntlet Dark Legacy (Sorceress) | Level 50 | MSJ |
| | | |

## FRIAR TUCK'S GAMEROOM
674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

| GAME | HI SCORE | NAME |
|---|---|---|
| Crazy Taxi | $83,494.05 | JAC |
| Crazy Taxi | $83,485.90 | JAC |
| Tekken Tag Tournament | 1:31'93 | FJA |
| Tekken Tag Tournament | 50 wins | PNP |
| Tekken Tag Tournament | 43 wins | PRK |
| Time Crisis II (solo) | 993,800 | 7JA |
| Tetris | 999,978 | PAS |
| Galaga | 110,480 | GGC |
| Ms. Pac-Man (fast version) | 912,260 | ??? |
| | | |

## TIME-OUT
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| GAME | HI SCORE | NAME |
|---|---|---|
| Point Blank 2 (Beginner) | 107,538 | George Stowe |
| Point Blank 2 (Beginner) | 82,494 | Cody Rhodes |
| Marvel vs. Capcom | 1,129,500 | Daniel Maynard |
| Hydro Thunder (Lost Island) | 1:46.683 | Christopher Musser |
| Hydro Thunder (Lost Island) | 1:55.03 | Larry Hixon |
| Hydro Thunder (Greek Isles) | 1:51.13 | Steven Whitehouse |
| Hydro Thunder (New York Disaster) | 2:01.03 | Christopher Musser |
| | | |
| | | |
| | | |

Game Counselor of the Month:
JOHN MONTES, SquareSoft

# HINT HOTLINES

**If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!**

**1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.**

**2) Check this page to see if that company has a tip hotline that you can call for advice!**

**3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.**

**4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.**

**5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.**

**NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.**

**3DO**
**1-900-CALL-3DO (1-900-225-5336)**
*HOURS:* Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
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**989 STUDIOS**
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**1-900-451-5757** (Canada)
*HOURS (U.S.):* Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
*(Canada):* 24-hour automated information
*COST (U.S.):* 95¢/minute automated, $1 40/minute live, $6.95 to $16 95 for tips by mail, $5 to $20 for card recharge
*(Canada):* $1 50/minute for automated hints

**ACCLAIM**
**1-900-407-TIPS (1-900-407-8477)**
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*COST:* 95¢/minute

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**1-900-680-4468** (U S )
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*COST:* 95¢/minute

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**CAPCOM**
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*COST:* 95¢/minute

**EIDOS**
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**1-900-643-4367** (Canada)
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*COST:* 99¢/minute

**ELECTRONIC ARTS**
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**1-900-451-4873** (Canada)
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*COST (Canada):* $1.15/minute

**FOX INTERACTIVE**
**1-900-CALL4FOX (1-900-225-5436)**
*HOURS:* (unknown)
*COST:* 85¢/minute

**GT INTERACTIVE**
**1-900-CALL-2GT (1-900-225-5248)**
*HOURS:* (unknown)
*COST:* 95¢/min

**INFOGRAMES**
**1-900-454-HINT (1-900-454-4468)**
*HOURS:* (unknown)
*COST:* 99¢/minute

**INTERACT GAMESHARK CODELINE**
**1-900-773-7427** (U S )
**1-900-677-4242** (Canada)
*HOURS:* 24 hours a day, 7 days a week
*COST (U.S.):* $1.27/minute
*COST (Canada):* $1 79/minute

**INTERPLAY**
**1-900-370-PLAY** (U S )
**1-900-451-6869** (Canada)
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*COST (U.S.):* 95¢/minute
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**1-900-740-JEDI (1-900-740-5334)** (U S )
**1-900-677-JEDI (1-900-677-5334)** (Canada)
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**MIDWAY**
**1-903-874-5092**
*HOURS:* Monday through Friday, 10 AM to 6 30 PM (Central Time), Automated help available 24 hours a day, 365 days a year
*COST:* Standard long-distance rates to Texas apply

**NAMCO**
**1-900-737-2262**
*HOURS:* Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
*COST:* 95¢/minute for automated tips, $1.15/minute for live assistance

**NINTENDO**
**1-900-288-0707** (Live assistance, U.S )
**1-900-451-4400** (Live assistance, Canada)
**1-425-885-7529** (Power Line—automated tips)
*HOURS (Live assistance):* Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
*HOURS (Power Line):* 24 hours a day
*COST (U.S.):* $1 50/minute
*COST (Canada):* $2 00/minute
*COST (Power Line):* Standard long-distance rates to Seattle, Washington apply

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**1-900-200-SEGA** (U S.)
**1-900-451-5252** (Canada)
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*COST (U S.):* 95¢/minute for automated tips, $1 50/minute for live assistance
*COST (Canada):* $1 50/minute

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*HOURS:* Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
*COST (U.S.):* 95¢/minute for automated tips, $1 25/minute for live assistance, $4.95 for mailed out tips
*COST (Canada):* $1 25/minute

**SQUARESOFT**
**1-900-407-KLUE (1-900-407-5583)**
*HOURS:* Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
*COST (U S.):* 99¢/minute for automated tips, $1 35/minute for live assistance
*COST (Canada):* $1 50/minute for automated tips only

**SUNSOFT**
**1-714-850-2700**
*HOURS:* Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
*COST:* Standard long-distance rates to California apply

**TECMO**
**1-310-944-5005**
*HOURS:* Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
*COST:* Standard long-distance rates to Southern California apply

**THQ**
**1-900-370-HINT (1-900-370-4468)**
*HOURS:* Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
*COST:* 95¢/minute for automated tips, $1.25/minute for live assistance

**UBI SOFT**
**1-900-420-4UBI (1-900-420-4824)** (U.S)
**1-900-451-5555** (Canada)
*HOURS:* (unknown)
*COST (U.S.):* 95¢/minute
*COST (Canada):* $1 50/minute

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**1-900-288-4744** (U S )
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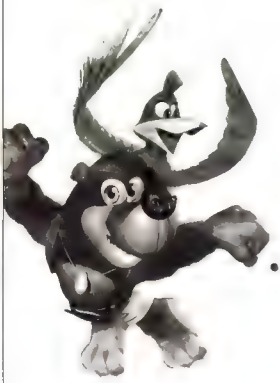

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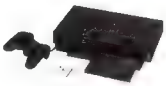

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# Tokyo Xtreme Racer 2

by Ara Shirinian

**Known as *Shutokou Battle 2* in Japan, *Tokyo Xtreme Racer 2* is one of the most ambitious "real city" racing games to date. There are over 100 unique miles of road to traverse as you race around Tokyo's Shuto expressways. Here you'll find a map of all the courses in the game, plus some racing hints for Quest Mode.**

## Handling Basics

One of the first things you must remember about handling your car is that—depending on the camera view you use—you may feel like you're traveling much slower than you really are. Also, compared to other racing games, the brakes and turning ability of the cars in this game, in general, are terrible. Consequently, you might find yourself hitting walls and other obstacles every time you encounter a moderate turn on the road. To compensate for this, you have two choices. First, you can be really careful about your driving and brake extra-early for turns, with the drawback that you may be braking a little more than you need to be. Alternatively, you can ignore the proper turning techniques and just expect to hit the wall every so often. Obviously, it is much easier to do the latter. However, that's not the best way. During the first half of Quest Mode, your cars will accelerate very slowly. Thus, it's important to maintain as much of the momentum that you have built up on the straightaways as possible. Hitting the walls is not the way to accomplish this. You have to brake a lot for sharp turns. It will seem like a really excessive amount of braking if you do it right, but you can get through a turn as much as 25% faster than if you're just speeding into the corner and hoping for the best.

## Camera Views

*Tokyo Xtreme Racer 2* may be one of the few racing games where it's advantageous to switch between different camera views in the middle of a race. It may seem cumbersome at first, but it will definitely be to your advantage to be able to quickly change views while you battle. The Driver's view is the most difficult to race with, although it gives you the greatest sensation of speed. In this view the camera is closest to the ground, so it's hard to see your immediate surroundings. However, you can only see the rear-view mirror in Driver's view. It is essential to use this view when you're in front of your opponent by a wide margin, so you can see how far he is behind you. He might be catching up quickly—and if that's the case, you'll need to be able to block him. On the other hand, if you are behind your opponent, the best view to use is the Chaser's view. The camera here is furthest from the ground, and it allows you to easily see your immediate surroundings. If your opponent is only close behind you, this view is also good because you can still see about one or two car lengths behind yourself.

## Avoiding Drones

There's a small amount of traffic on the expressways that you must weave through as you drive around. However, when you're in a battle, just one drone car in the wrong location can cost you the race. This is especially true in the Ginza area, where the expressway narrows briefly into short one-lane segments in a few places. To make matters worse, on occasion these drone cars may start to go crazy for no apparent reason and steer toward you! If this occurs, there's usually not much you can do about it, but you should stay as far away from the drone cars as you can as a preventative measure. If there are four lanes in the road, use them!

## Interacting With Your Rival

It's never to your advantage to come in contact with the opponent car, unless the impact is at the rear of your car when you are blocking. Don't try to force them into another lane or into a wall by hitting the side of the car because this almost never works. However, you can sometimes influence them because they will try to block you with varying degrees of aggressiveness. You can sometimes confuse them by weaving back and forth or faking a pass if you are following closely behind. On occasion they will totally screw up and get stuck behind a drone car or other obstacle. You can sometimes win lots of money this way by beating a car that you would not be able to via conventional means...although it's basically up to luck whether a situation like this will occur or not.

## You vs. Them

In general, the following statements are true while you're battling a car of similar capability:

- Your car has a higher top speed than your opponent's.
- Your opponent's car has faster acceleration than yours.
- Your opponent is faster around sharp corners than you are.
- Your opponent may make a retarded mistake that effectively stops his car.

What does all of this mean? Well, most importantly, it means that you should not get discouraged when your rival blasts ahead of you at the start of a battle. Many times you'll be able to overtake him after almost a minute of driving. Secondly, watch out for those sharp turns! Even if you have a huge lead over a rival, he may be able to catch up to you on a single sharp corner. Finally, don't give up! The "retarded mistakes" that the opponent car makes are sufficiently rare that you don't want to waste the opportunity once it occurs.

## Course Map

Here's a map of all the expressways in the game. Initially, you'll only have access to the northern area. After you beat certain bosses you'll be able to drive on the other sections.

by Pat Reynolds

*Hard Core* is a new feature in *Tips & Tricks* where we'll showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation. If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

*Tips & Tricks Armored Core* Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Cores!

## Featured Core Design:

### Wing Gundam

Designed by The Blog

**Parts**
**Head:** HD-4004
**Core:** XXL-DO
**Arms:** AN-25
**Legs:** LN-1001B
**Generator:** GRD-RX5
**FCS:** RATOR
**Boosters:** B-PT000
**Back Weapon L:** WM-P4001 Dual Missile
**Back Weapon R:** RXA-77 Radar
**Arm Weapon L:** LS-99-MOONLIGHT Laser Blade
**Arm Weapon R:** WG-XFwPPk
**Option Parts:** All except SP-MAW, SP-M/AUTO, SP-ABS, and SP-Detq

**Color Scheme: Head**
**Base:** Red: 46, Green: 46, Blue: 46
**Optional:** Red: 46, Green: 46, Blue: 46
**Detail:** Red: 00, Green: 22, Blue: 00
**Joint:** Red: 00, Green: 00, Blue: 22

**Grade: GREAT**

**Color Scheme: Core**
**Base:** Red: 41, Green: 41, Blue: 00
**Optional:** Red: 00, Green: 00, Blue: 22
**Detail:** Red: 30, Green: 00, Blue: 00
**Joint:** Red: 00, Green: 00, Blue: 22

**Color Scheme: Arms**
**Base:** Red: 46, Green: 46, Blue: 46
**Optional:** Red: 00, Green: 00, Blue: 22
**Detail:** Red: 30, Green: 00, Blue: 00
**Joint:** Red: 21, Green: 21, Blue: 21

**Color Scheme: Legs**
**Base:** Red: 30, Green: 00, Blue: 00
**Optional:** Red: 46, Green: 46, Blue: 46
**Detail:** Red: 46, Green: 46, Blue: 46
**Joint:** Red: 30, Green: 30, Blue: 30

**Performance**
**Armor Points:** 8,989
**Weight:** 6,965
**Price:** 843,900

If you're an *Armored Core* fanatic, chances are that you're also a *Gundam* fan. The long-running Japanese anime series has spawned over a dozen different spinoffs over more than 20 years, starting in 1979 with the original, classic *Mobile Suit Gundam* and leading to the current series, *Turn A Gundam*—the latter featuring Mobile Suit designs by Sid Mead, well known for his design work on *Blade Runner*. I stumbled upon The Blog's list of *Armored Core* articles, with incredibly detailed custom color schematics designed to make a handful of Cores look like Gundam Mobile Suits. You can read The Blog's entire article on the Game FAQs web site (www.gamefaqs.com), where it's posted under *Armored Core: Master of Arena*. Meanwhile, take a look at this example to see how really getting in-depth with the custom color options can work wonders for the final Core design. The actual Core design is set up more for the aesthetic value of resembling the Wing Gundam than for actual play, but the combination of missile launcher and Laser Rifle is always potent. I'd lose the back-mounted radar unit, swap the head for one with built-in radar and plant a Laser Cannon or Large Missile on the back to make it more effective in Versus Mode battles.

### Kadoon

Designed by "Solid" of New Haven, Connecticut

**Parts**
**Head:** HD-12-RADAR
**Core:** XXA-S0
**Arms:** AW-R/4 (or AN-25)
**Legs:** LB-H230
**Generator:** GBG-XL
**FCS:** RATOR
**Boosters:** B-VR-33
**Back Weapon L:** WC-IR24 Laser Cannon
**Back Weapon R:** N/A
**Arm Weapon L:** N/A
**Arm Weapon R:** WG-RFM118 Rifle (for use with the AN-25 Arms)
**Option Parts:** All except SP-MAW, SP-M/AUTO, SP-ABS, and SP-Detq

**Color Scheme**
**Base:** Red: 41, Green: 41, Blue: 32
**Optional:** Red: 30, Green: 20, Blue: 09
**Detail:** Red: 34, Green: 34, Blue: 35
**Joint:** Red: 29, Green: 29, Blue: 30 (Legs: 30, 20, 09)

**Performance**

**Grade: GREAT**

**Armor Points:** 8,361
**Weight:** 8,326
**Price:** 1,185,200

"Solid" sent a few Core designs to me; Kadoom is his personal favorite. Although the original design submitted called for dual back-mounted WC-IR24 Laser Cannons, this setup pushes the Core into "Overweight" territory. Rather than crumple up this guy's hard work and bank it into the trash can, I decided to simply remove the offending weapon and found that even without twin cannons of doom, this Core still manages to put up a heck of a fight. In fact, the cannon arm unit is excellent for both Scenario Mode missions and Versus Mode battles. I'm a little iffy regarding the Laser Cannon, though. If you are using "Human Plus" enhancements, then it's fine, since you'll be able to fire it on the move, but serious *AC* players and tournaments generally don't allow the Plus enhancements, leaving Kadoom with a big vulnerability. It takes a long time to unfold the Laser and it must be fired from a stationary position. Kadoom is still a great Core, and it has enough weight-carrying ability to put just about any weapon on its back in lieu of the Laser Cannon; a missile launcher complements the arm cannons quite nicely.

## Zach 12

**Designed by Zachary Schiarelli of Powhatan, Virginia**

**Parts**
**Head:** HD-ONE
**Core:** XCH-01
**Arms:** AN-K1
**Legs:** LN-3001
**Generator:** GBG-XR
**FCS:** QX-9009
**Boosters:** B-VR-33
**Back Weapon L:** WC-GN230 Grenade Launcher
**Back Weapon R:** WM-201 Large Missile
**Arm Weapon L:** LS-99-MOONLIGHT Laser Blade
**Arm Weapon R:** WM-B2180 Bazooka
**Option Parts:** SP-MAW, SP-ABS, SP-SAP, SP-AXL, SP-E/SCR, SP-EH, SP-E+

**Color Scheme**
**Base:** Red 49, Green: 49, Blue: 64
**Optional:** Red. 40, Green: 40, Blue: 40
**Detail:** Red: 35, Green: 35, Blue: 00
**Joint:** Red: 0, Green: 0, Blue: 0

**Performance**
**Armor Points:** 9,308
**Weight:** 9,624
**Price:** 921,200

**Grade: SUPERFINE**

The Zach 12 is a slow, heavy Core with humanoid legs and perhaps the most destructive combination of weapons in the game. Zach's arsenal is almost entirely shell-based; the Bazooka, Grenade Launcher and Large Missile all have finite ammunition while only the Moonlight laser blade cuts into the energy reserves for power. This is a good thing, because with Zach 12's enormous weight, you'll need to save energy for boosting...and even with a full charge, you won't get very far before the warning buzzer sounds. So, Zach's weakness is lack of speed and boosting power. This Core makes up for these flaws by packing heavy armor and overwhelming firepower—as long as the opponent stands still long enough to be hit. Both the Bazooka and the Grenade Launcher deliver huge damage, but are fired in slow-moving packages. The Large Missile somewhat compensates for this with its tracking capabilities, but a fast Core with solid air-attack strategies could give Zach 12 trouble. I played Zach 12 effectively by hampering my opponent's air game with the missiles and then anticipating his landing zone and having a grenade round waiting to meet him. The huge grenade explosion is disorienting, so I could usually switch over to the Bazooka and hit him a couple more times as I advanced. If he was still on the ground and trying to find an escape vector when I got close, a swipe from the Moonlight blade would tack on even more damage

## Vulcan #2

**Designed by Jay Farmer of Fleetwood, Pennsylvania**

**Parts**
**Head:** HD-4004
**Core:** XXA-50
**Arms:** AN-K1
**Legs:** LFH-X5X
**Generator:** GBG-XR
**FCS:** RATOR
**Boosters:** B-HP25
**Back Weapon L:** WC-01QL Laser Cannon
**Back Weapon R:** WM-AT Large Missile
**Arm Weapon L:** LS-99-MOONLIGHT Laser Blade
**Arm Weapon R:** WA-FINGER Machine Gun
**Option Parts:** SP-Detq, SP-E+, SP-EH, SP-CND-K, SP-E/SCR, SP-S/SCR, SP-ABS, SP-AXL

**Color Scheme**
**Base:** Red: 00, Green: 00, Blue 00
**Optional:** Red: 00, Green: 00, Blue: 00 (Head: 20, 00, 00)
**Detail:** Red. 64, Green: 64, Blue: 64
**Detail:** Red: 20, Green: 00, Blue: 00

**Performance**
**Armor Points:** 7,988
**Weight:** 7,630
**Weight:** 1,671,000

**Grade: SUPERFINE**

One of my favorite weapons from *Armored Core: Project Phantasma*—the WA-FINGER Machine Gun—has been toned down drastically in *Master of Arena*; it has less ammo and seems to have suffered a loss in both range and accuracy. Still, it's fast, efficient and deadly in the hands of a skilled player. Vulcan #2 relies on the WA-FINGER as its primary weapon, since both the Laser Cannon and the Large Missile are slow and inaccurate. The quad legs make this Core fast and particularly well suited for running down opponents and laying into them with the Machine Gun. Quad leg-types are also partial to air combat, since they boost upwards rather than along the ground...so playing a "death from above" game with Vulcan #2 works rather well. If the opponent gets too far away, switch to the missile to freak him out...and as always, use the Laser Cannon to pound any enemy dumb enough to stand in one place for too long.

## Gundam Mania!

Our featured Core design this month is based on the popular *Gundam Wing* series, which has been playing on the Cartoon Network for some time. As a result, *Gundam* video games, which for years have seen release only in Japan, are starting to trickle out in the U.S. Bandai has already released *Gundam Side Story 0079* for the Dreamcast and is gearing up for a February 2001 release of *Gundam Wing: The Battle Master*, a *Street Fighter*-style fighting game for the PlayStation. This game was originally released in Japan in 1997 as *Gundam: The Battle Master 2*. The game still holds up, even after three years. *Gundam* fans will notice that there are no Mobile Suits from the *Gundam Wing* series in this game, even though Bandai is releasing it with the *Gundam Wing* title. Still, it's good to see some of the quality *Gundam* games finally released in the states. *Gundam Wing* is definitely a game all *Armored Core* fans will want to check out.

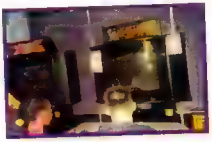
by Jason Wilson

This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

# Street Fighter Midwest Championships

Twin Galaxies and *Tips & Tricks* Magazine were on hand for the largest tournament to hit the Chicago, Illinois area in years! It happened on June 24-25 at Capcom's Super Just Games in Northbrook. Alex Valle from Westminster, CA took the $1,000 grand prize reserved for the player who placed the highest overall in four different *Street Fighter* games: *Super Street Fighter II Turbo*, *Street Fighter Alpha 2*, *Street Fighter Alpha 3* and *Street Fighter III: 3rd Strike*. As a bonus to complement these already insanely competitive tournaments, the very first *Marvel vs. Capcom 2* tournament was held, with bragging rights going to Arturo Sanchez of New York City.

Players came from all over the United States, including two dedicated gamers from Canada and one who was in town a week earlier just to practice! Many players kept each other entertained with various tales of the difficulties they encountered just to get to the tournament on time. The event was filmed by Twin Galaxies, the official scoreboard for world record holders of all video game titles. Twin Galaxies awarded $200 cash prizes for top scores in each title as well as extra prize money overall to the top three players in the contest. A total of $3,000 in cash and prizes was handed out over the course of the weekend, making the Midwest Championships a stellar success! Special thanks goes to Matt Atwood from Capcom Entertainment for providing Sega Dreamcast games to the winners, Jayson McClellan and the rest of the staff of Capcom's Super Just Games for use of the facilities, technician work and overall help throughout the tournament, Walter Day and the Twin Galaxies staff for promotion, prizes, the awards ceremony and overall dedication to the players for this event...and most of all, dedicated tournament emcees Joe Jennings and Ari Weintraub for all their work over the weekend!



***Street Fighter Alpha 3 (Main Tournament)***
**(61 participants, 32 re-entrants)**
1. John Choi (Santa Clara, CA)
2. Thao Doung (Orange County, CA)
3. Alex Valle (Westminster, CA)
4. Eddie Lee (New York, NY)
5. Mike Watson (Monterey Park, CA)
5. Arturo Sanchez (New York, NY)
7. Joey Cuellar (Anaheim, CA)
7. Jason "APOC" Gonzalez (Las Vegas, NV)

***Marvel vs. Capcom 2***
**(33 participants)**
1. Arturo Sanchez (New York, NY)
2. Eddie Lee (New York, NY)
3. Tom Cannon (Sunnyvale, CA)
4. SCAN (Orange County, CA)
5. Scott A (Orange County, CA)
5. Dan Thompson (San Jose, CA)
7. Jason Marynik (Sacramento, CA)
7. John Choi (Santa Clara, CA)

***Super Street Fighter II Turbo***
**(44 participants)**
1. Mike Watson (Monterey Park, CA)
2. Alex Valle (Westminster, CA)
3. Jason De Heras (Montebello, CA)
4. Jesse Cardenas (Pasadena, TX)
5. Jason Wilson (North Hollywood, CA)
5. John Choi (Santa Clara, CA)
7. Seth Killian (Oak Lawn, IL)
7. David Sirlin (Sacramento, CA)

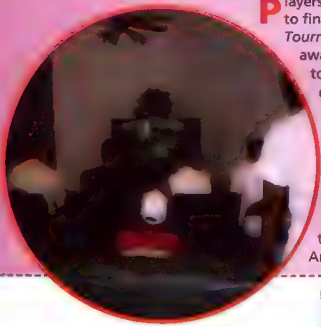
***Street Fighter Alpha 2***
**(38 participants)**
1. Alex Valle (Westminster, CA)
2. John Choi (Santa Clara, CA)
3. David Sirlin (Sacramento, CA)
4. Thao Doung (Orange County, CA)
5. Mike Watson (Monterey Park, CA)
5. Jae Purvis (South Carolina)
7. Eddie Lee (New York, NY)
7. Jason Wilson (North Hollywood, CA)

***Street Fighter III: Third Strike***
**(52 participants)**
1. Eddie Lee (New York, NY)
2. Alex Valle (Westminster, CA)
3. Hsien Chang (Austin, TX)
4. John Choi (Santa Clara, CA)
5. Victor Garbov (New York, NY)
5. Arturo Sanchez (New York, NY)
7. Datrick Orr (Omaha, NE)
7. Rob Ingrim (Orange County, CA)

# Marvel vs. Capcom 2 Tournament!

Southern Hills Golfland held another *Marvel vs. Capcom 2* tournament July 1, 2000 in Stanton, California. 30 participants showed up for this event, which featured many of the glitches, traps and infinite combos that make any *Marvel vs. Capcom 2* match a joy to watch! Alex Valle, winner of the last *Marvel vs. Capcom 2* tournament, could only manage fourth place with Strider and Captain Commando as the primary members of his three-man team. The top spot was reserved for Duc Do of San Bernardino, California with his team of Omega Red, Cable and Juggernaut. Thanks to all those who participated!

# Arizona *Tekken Tag Tournament* MADNESS!



Players in Tucson, Arizona were so delighted to finally be able to have a *Tekken Tag Tournament* tournament they decided to award a Sega Dreamcast and cash prizes to the top three finishers! Twelve hard-core *Tekken* freaks participated in this event, including one who came all the way from Seattle, Washington!

Dan Itowski from Phoenix defeated local champ Joe "One-Handed Terror of Tucson" Jennings' team of Xiaoyu and Jin with an effective team of Heihachi and Jin, winning the grand prize of a Sega Dreamcast! Ric Rangel from Seattle made the trip worthwhile by picking up third. For more information on upcoming Arizona tournaments, look up http://www.tekkenzaibatsu.com on the web.

## High Score Contest Winners

***Super Street Fighter II Turbo***
David Spence (Toronto, Canada)

***Marvel vs. Capcom 2***
Scott A (Orange County, CA)

***Street Fighter Alpha 2***
Rob Ingrim (Orange County, CA)

***Street Fighter Alpha 3***
Thao Doung (Orange County, CA)

***Street Fighter III: Third Strike***
Hsien Chang (Austin, TX)

## TOURNAMENT CALENDAR

**Florida State *Street Fighter* Championships**
*Contact: Nelson Santamaria*
*Miami Lakes, FL*
*(305) 620-1418*
*NASRJD@aol.com*
*Upcoming Dates: August 20, 2000; September 15, 2000*
*Street Fighter* fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships which started April 15 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round *Street Fighter Alpha 3* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

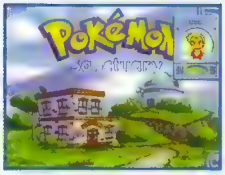
***Marvel vs. Capcom 2* Tournaments**
*Contact: All Amusement Center*
*Van Nuys, CA*
*(818) 756-0550*
Future *Marvel vs. Capcom 2* tournaments will be held at the Van Nuys All Amusement Center in the upcoming weeks. Cash prizes will be awarded to the top three players!

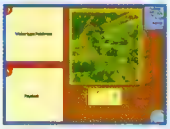
***Marvel vs. Capcom 2* Tournaments**
*Contact: Southern Hills Golfland*
*Stanton, CA*
*(714) 895-4550*
Southern Hills Golfland, the site of various national video game tournaments, currently holds weekly tournaments on *Marvel vs. Capcom 2*, with cash and tokens awarded to the top three contenders.

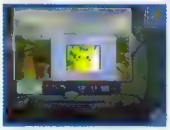
# Pokémon Report

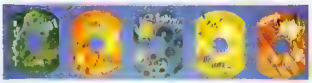
## PokéROMS

In the miniature, card-shaped world of the Pokémon-adorned PokéROM, Pokémon roam free in a digital paradise. Each disc contains a Pokémon Sanctuary where you can observe the behavior of your wild Pokémon or engage in Trainer Battles. These Trainer Battles include a battery of skills tests challenging your knowledge of Pokémon, math, science, social studies and grammar. As you collect the available PokéROMs, the quiz database will grow exponentially. There are also puzzles that will unlock pictures of your Pokémon, which you can subsequently view and print. Mattel Interactive and the Learning Company's PokéROMs are edutainment with a Pokémon interface that exercises the minds of Pokémon trainers with skill levels staggered from grades one through five. The first series was released on July 10th at a suggested retail price of $7.99.





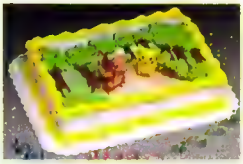




PokéROMs, Series 1 (Left to Right): Bulbasaur, Charmander, Squirtle, Pikachu, Meowth...

...Psyduck, Poliwhirl, Gengar, Eevee, Mewtwo

## POKÉMON CAKE



For those of you who have a serious sweet-tooth, prepare yourself for even more cavity-inducing indulgence. Bakery Crafts has its own Pokémon Cake Kit that will whip up a confectionary delight topped with Charmander and Pikachu figurines. A picture of the cake can be printed out from the company's website at www.bakerycrafts.com, then taken to your local bakery to be re-created. Eat the cake, save the toys.

## Kellogg's Pokémon Cereal

If you're a fan of Lucky Charms, then Pokémon cereal should be right up your alley. This breakfast treat of toasted oats is liberally sprinkled with marshmallows and tastes delectably sinful, yet is full of wholesome goodness. Plus sugar. Lots of it. Unfortunately, these cereal boxes are only available for a limited time—because *Pokémon*, darn it, is about *collectibility*!—with images of Pikachu and gang cavorting around a bowl of cereal, eyeing their little effigies hungrily.

## POKÉMON POPSICLES

These refreshing treats were sweet enough to choke on, yet managed to come in a variety of Pokémon shapes. After eating one shaped and colored like Gengar, with two red candy eyes, it is my humble opinion that these popsicles are *evil*. How else would you describe a popsicle that looks like a deranged ghost, manages to coat your entire mouth black for several days, yet still tastes like lemon or strawberry? Although the fudgesicle-like texture of these treats was a little rich for my taste, they're sure to be a hit with younger kids...and Popsicle will be cashing in by releasing different Pokémon shapes throughout the summer.



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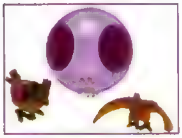
# Hasbro Graduation

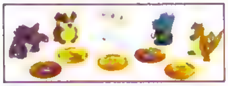


On June 22, 2000, the following Hasbro Pokémon toys were retired in a graduation ceremony held in Cincinnati:

**#15 Weedle**
(Battle Figures 5-Pack)



**#21 Spearow** (above)
(Battle Figures 2-Pack)
**#22 Fearow** (above)
(Battle Figures 2-Pack)



**#34 Nidoking** (above)
(Battle Figures 5-Pack)

**#38 Ninetales**
(Poké Ball Blaster 3-Pack)

**#40 Wigglytuff** (left)
(Battle Figures 2-Pack)

**#43 Oddish**
(Poké Ball Blaster 3-Pack)

**#44 Gloom** (above)
(Battle Figures 2-Pack)
**#45 Vileplume** (above)
(Battle Figures 2-Pack)

**#48 Venonat** (above)
(Battle Figures 2-Pack, Battle Figure 5-Pack)
**#49 Venomoth** (above)
(Battle Figures 2-Pack)

**#54 Psyduck** (above)
(Battle Figures 2-Pack, Bean-filled Plush)

**#56 Mankey** (above)
(Battle Figures 2-Pack)
**#57 Primeape** (above)
(Battle Figures 2-Pack, Poké Ball Blaster 3-Pack)

**#61 Poliwhirl** (above)
(Poké Ball Blaster 3-Pack, Bean-filled Plush)

**#62 Poliwrath**
(Poké Ball Blaster 3-Pack)

**#74 Geodude**
(Battle Figures 2-Pack, Poké Ball Blaster 3-Pack

**#96 Drowzee** (above)
(Battle Figures 2-Pack)

**#106 Hitmonlee** (above)
(Battle Figures 2-Pack)
**#107 Hitmonchan** (above)
(Battle Figures 2-Pack)

**#114 Tangela** (left)
(Battle Figures 2-Pack)

**#134 Vaporeon** (above)
(Battle Figures 2-Pack)

**#135 Jolteon**
(Battle Figures 2-Pack)

**#149 Dragonite**
(Battle Figures 5-Pack)

**#151 Mew**
(Battle Figures 5-Pack, Bean-filled Plush)

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| Game Genie for Game Gear | $14 99 |
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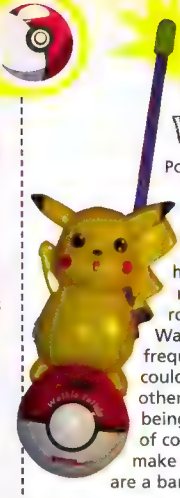
## Trendmasters Toys

**Squirtle Pokémon Sentinel**
If you're concerned about your personal space—and have siblings that tend to rummage through your belongings without so much as a how-do-you-do—then perhaps you need to increase the security in your bedroom. Trendmasters answers the call with Pokémon Sentinels, which are guardian Pokémon that shout out their signature call or bust out with the *Pokémon* theme song when anyone approaches too close, a tactic that should make even the bravest invader quake in fear.

**Charmander Pokémon Clock**
Another Pokémon-voiced device is this Charmander Alarm clock. When the alarm is set, it will call out "Charmander! Charmander!" For deep sleepers such as myself, this should be considered purely as a decorative purchase.

## POKÉMON WALKIE-TALKIES

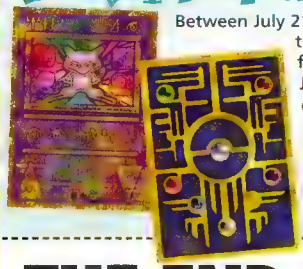


Pokémon Walkie-Talkies, created by Tiger Electronics, have a range of 100 feet and are powered by 9-volt batteries. Although there is continual static in the background, voices can still be heard clearly. While using these within my apartment to figure out if my living room is 100 feet long (it isn't), the Walkie-Talkies began to pick up radio frequencies. When positioned correctly, you could hear truck drivers speaking to each other. Other than the obvious benefits of being able to listen in on the conversations of complete strangers, the Walkie-Talkies make decent short-range communicators and are a bargain at $17.99 a pair.

## Burger King: The Second Wave

Between July 17th and August 27th, Burger King will have a new Pokémon promotion by including one of 24 different 3-D Pokémon Trading Cards in every Big Kid's Meal. Similar to the toys in the first promotion, these cards will come with a variety of features, including talking, lighting up and squirting. The Poké Ball containers featured in the last Burger King Pokémon promotion (which resulted in the tragic accidental suffocation deaths of two children) have been eliminated.

## Pokémon the Movie 2000



Between July 21 and July 27, anyone who purchased a ticket to see *Pokémon the Movie 2000* was given a free Ancient Mew promotional card. From July 28 to August 3, one could also get one of three Legendary Bird promotional cards. Considering the immense opening weekend box office for *Pokémon: The First Movie* despite the deafening din of negative reviews, there's no question that *Pokémon the Movie 2000* is also likely to silence critics by smothering them with bags of money.

## THE END IS NOT NEAR

*Pokémon* has been around quite a long time—practically half a decade has passed since the first game was introduced in Japan—and some critics of the craze have been predicting its demise for some time. After all, overexposure leads to death. However, a report on Nintendo's earnings for the first five months of 2000 show a 220% leap upwards when compared with the same time period last year, an astonishing rate of growth attributed to the continuing popularity of *Pokémon* with

# TIPS & TRICKS™

**BACK ISSUES**

## 1997

**January -(X971) X-Men vs. Street Fighter:** Tomb Raider, Wave Race 64, Kizuna Encounter

**February -(X972) Virtua Fighter 3:** Sonic 3D Blast, Persona

**March -(X973) Mario Kart 64:** Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

**April -(X974) Turok: Dinosaur Hunter (Part 1):** Spider, Norse by Norsewest, Crime Wave Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

**May -(X975) Real Bout: Fatal Fury Special:** Killer Instinct Gold, Turok: Dinosaur Hunter (Part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

**June -(X976) Street Fighter III:** Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

**July -(X977) Tekken 3:** Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

**October -(X97A) Castlevania—Symphony of the Night:** Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddyssey, Ghost in the Shell, Tekken 3 (Part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

**December -(X97C) Diddy Kong Racing:** MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (Part 2), The King of Fighters '97, Mortal Kombat Mythologies, Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

## 1998

**February -(X982) Bloody Roar:** NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

**September -(X989) Parasite Eve:** Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

**October -(X98A) Thrill Kill:** F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls, Kagero Deception II, Soul Calibur, Spice World + Game Boy Camera Secrets

**November -(X98B) Tenchu—Stealth Assassins:** GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duke Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

**December -(X9BC) The Legend of Zelda—Ocarina of Time (Part 1):** Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 2)

## 1999

**January -(X991) Bust A Groove:** Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

**February -(X992) Gauntlet Legends:** Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

**March -(X993) Syphon Filter (Part 1):** CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

**June -(X996) Super Smash Brothers:** Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

**July -(X997) Driver:** Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of The Dead 2 (Part 2)

**August -(X998) Pokémon Snap:** Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

**September -(X999) Um Jammer Lammy:** Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

**October -(X99A) Final Fantasy VIII (Part 1):** Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

**November -(X99B) Crash Team Racing:** Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

**December -(X99C) 007: Tomorrow Never Dies:** Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

## 2000

**January -(X001) Toy Story 2:** Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

**February -(X002) Tomba 2: The Evil Swine Return:** Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

**March -(X003) Jackie Chan Stuntmaster:** Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

**April -(X004) Pokémon Stadium:** Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

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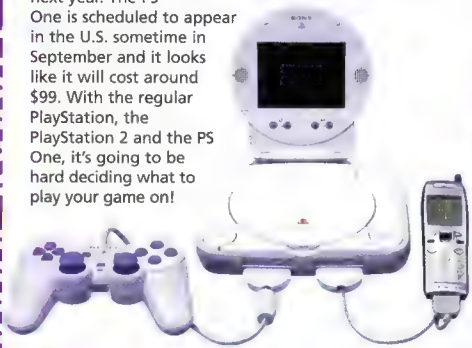
by Anatole Brown

# JAPAN REPORT!

## Mini Playstation

Sony just released a compact, portable version of the PlayStation called the PS One. The new machine hit stores in Japan on July 7th, which is also the release date for *Final Fantasy IX* over there. It is about a third of the size of the regular PlayStation and costs 15,000 yen. The PS One is not a handheld unit as many people thought it would be; it's just a smaller and more portable version of the PlayStation, much like a laptop computer. The PS One is designed to focus on the upcoming mobile phone technology for the PlayStation. By using a special cable that connects the PS One to cellular phones, users can download various information, including entertainment content, software programs and exchanging of data. Like the regular PlayStation, it has two controller ports and two memory card slots. If you compare the size of the unit with the analog controller, you can get a pretty good idea on how small the PS One is! The four-inch LCD monitor for the PS One is scheduled to be released sometime in the Spring of next year. The PS One is scheduled to appear in the U.S. sometime in September and it looks like it will cost around $99. With the regular PlayStation, the PlayStation 2 and the PS One, it's going to be hard deciding what to play your game on!

PS one™



## SEWING BOY

Sewing with the Game Boy? It's unbelievable but true! A new company called Jaguar (not to be confused with the Atari Jaguar) created a special sewing machine that allows you to control stitching patterns with your Game Boy Color! The sewing machine, called nu • yell, comes with a Game Boy cartridge called *Raku Raku Mishin*, or "Easy Easy (Sewing) Machine". You can choose out of the 302 pre-set sewing patterns and create any design you want! The pre-set patterns can be combined on the Game Boy screen, then the information is fed into the sewing machine and *voila!* Error-free sewing! The cost of nu • yell is a whopping 40,000 yen—almost four hundred dollars. Ouch! A new machine called "Nuotto" is also in the works, which will allow you to create whole character designs like Mario.

## BLAIR WITCH FOOD

Remember the *Blair Witch Project* haunted house attraction in the July issue's *Japan Report*? To follow up that story, here's a look at the kind of food they're serving at Tokyo's Joypolis, Sega's amusement arcade. Shown here are Stickman Fries, a Missing Orange drink and the Blair Witch Sandwich. We can only guess what's in the sandwich!

# Vivi Doll Boosts Pre-Orders

Pre-orders for *Final Fantasy IX* went through the roof in the early part of summer in Japan. Over a million pre-orders were accepted in just a few weeks, crushing all other pre-order records, including that of *Final Fantasy VIII* last year. Although much of the frenzy can be attributed to *Final Fantasy*-mania, the free Vivi doll could be the main reason for the crazy numbers. With every *Final Fantasy IX* pre-order, a free Vivi doll will be included when you pick up the game. The U.S. branch of Square has also started to get involved with special promotional items for U.S. customers, like the free *Chrono Cross* clock for those who pre-ordered *Chrono Cross* here. Hopefully we can also get the ultra-cool Vivi doll offer before *Final Fantasy IX* comes to our shores!

FINAL FANTASY IX

# Capcom vs. SNK Keychains

Several arcades in Japan are selling keychains with Capcom and SNK characters to promote the upcoming arcade crossover *Capcom vs. SNK Millennium Fight 2000* (formerly known as SNK vs. Capcom). Each set comes with one Capcom character together with one NK character. *Capcom vs. SNK Millennium Fight* was simultaneously released in the arcades and for Dreamcast in early August in Japan.

# Digimon D-3

While Pokémon fever sweeps through the world, Bandai's *Digimon* franchise quietly continues to create a huge fan base. The *Digimon* virtual pet games have sold close to a hundred million units worldwide since they were introduced in June of 1997. The *Digimon* virtual pet game has already gone through several incarnations since its release, including the *Digimon Pendulum* and last year's *Digivice*. This Spring, Bandai released *Digimon D-3*, a new model based on the Digimon Adventures 2 TV show currently running in Japan (the first Digimon TV series is currently running in the U.S.). *Digimon D-3* is a wireless unit that uses an antennae. The device will actually alert you if it senses other *Digimon D-3* users in the area, so you can challenge them for a match. The cool new cell phone look is proving to be quite popular in Japan.

# Rent-a-Snake

This summer, Tsutataya—a big video rental chain in Japan—is renting out a *Metal Gear Solid 2* sneak-peek trailer on DVD for free with any rental. The *Metal Gear Solid 2 Trailer* DVD shows the same movie footage that was shown at the recent Electronics Entertainment Expo (E3) in Los Angeles.

METAL GEAR SOLID 2 SONS OF LIBERTY

The DVD also features an E3 documentary, demonstrating to the Japanese how crazy Americans went over the new *Metal Gear Solid 2* scenes shown at the show. A booklet is also included with concept drawings by Yoji Shinkawa. The actual PlayStation 2 game is scheduled to release in the early part of 2001.

# COOL ZONE

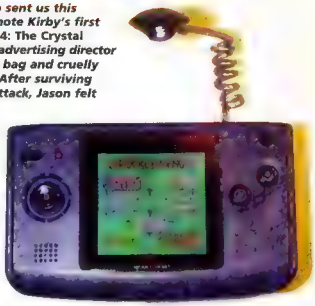
*Summer is almost over...and if you're like us, you are probably wishing it would stay like this forever. Long, lazy days, no school, sitting around and playing video games all day...*sigh* Anyway, there's one thing that can keep you chilled year 'round, like an ice cream man who doesn't know when to hibernate. That's right, we're talking about the...*

*Pelican Accessories' new Stinger Jolt Action Light Blaster is safe enough to sell in stores! A special reload trigger, turbo mode and autofire highlight this new Dreamcast phaser. It's too bad we won't be able to keep this in the office long; it's going to be sent to one of the lucky winners of our Chu Chu Rocket contest!*

*Aww...how cute! Nintendo sent us this fluffy Kirby pillow to promote Kirby's first Nintendo 64 game, Kirby 64: The Crystal Shards. Unfortunately, our advertising director thought it was a punching bag and cruelly knocked him to the floor! After surviving this vicious, unprovoked attack, Jason felt that Kirby needed a hug.*

*Nintendo recently sent us this metal Game Boy paperweight in honor of the system reaching the 100 million mark in total sales! Imagine that for a second: 100 million Game Boy units have been sold all over the world since 1989. Having completed his collection of NES games, maybe Jason should try for a complete library of Game Boy Game Paks...*

*Another accessory from the fine folks over at Blaze. The Palm Pad Junior is specially made for the younger generation or those who think the stock PlayStation pad is a bit on the bulky side. The D-pad is also a bit different; it contains four microswitches, like those used in arcade sticks, and has the same feel as the NeoGeo Pocket Color system pad and Neo•Geo CD system controller pad. Turbo, Slow Motion and Dual Shock compatibility make up the list of features included in this unique device.*



*Here's one of the very last accessories to be released for the NeoGeo Pocket Color system, which by now should almost be completely off store shelves. The Nyko Worm Light has a rechargeable battery pak that allows up to eight hours of play without recharging, and allows you to actually SEE the game you are playing if you happen to take your NeoGeo Pocket somewhere dark and desolate.*

*Ever have problems with your Game Boy Color not fitting in your pocket? Now you can be hip with the new Hip Clip holster with belt clip! Place this on the side of your belt and show off your Game Boy Color to the world!*

*This color link cable by Nyko will allow you to link up two NeoGeo Pocket Color units for multi-player play in games like SNK vs. Capcom: Match of the Millennium, Cardfighters' Clash and Bust-A-Move Pocket!*

*Are you getting tired of looking at your dull, gray PlayStation? Now you can liven it up with your choice of these new sticker sets from Playdesigns. Give your machine a Resident Evil 3 motif or lighten it up with some Looney Tunes characters; eight different designs are currently available. Best of all, the stickers have a special adhesive that makes the "repositionable;" that means you can switch them around to fit your mood or straighten them out if you put them on crooked.*

*You would have thought we had enough cheat devices lying around our desks, but there always is room for one more! The XploderGB for your Nintendo Game Boy shows you just how far we have advanced technologically. Any new codes that are released can be upgraded via the Internet with an XChanger device (sold separately). This device will keep you busy, especially if you're a Pokémon freak. Over 1,500 codes are available for the Pokémon game alone, including instructions on how to get the elusive Mew! Create your codes for some of the wildest effects ever seen in any video game; no true cheater can own a Game Boy without an XploderGB!*

*Be the coolest kid in school with these multi-colored game "Care Cases" from Nyko; they can protect all of your Game Boy compatible games. Since Game Boy games do not come with the old-school plastic cases anymore, Nyko figured that most kids weren't about to keep the games in the cardboard boxes they come packaged in. Four cases per box, and each is a different color!*

*What an amazing little joystick this is! Another fine Blaze product, the Pro Stick Lite is so small, it is smaller than the size of a human hand! As small as it is, it plays extremely well for fighting games; with the base weighing a tad more than other joysticks, the Pro Shock Lite won't shift to one end of the table. Stability is the key! The Pro Shock Lite is well worth the purchase if you thrive on competition.*

*Alas, another cool NeoGeo Pocket Color accessory that won't be seen in too many households: the major cool Shock 'N' Rock 4-In-1 accessory. Maximize your NGPC's sound capabilities with its dynamic sound capabilities that increase the overall volume of the handheld. Turn on the "vibration" ability and you're ready to rock!*

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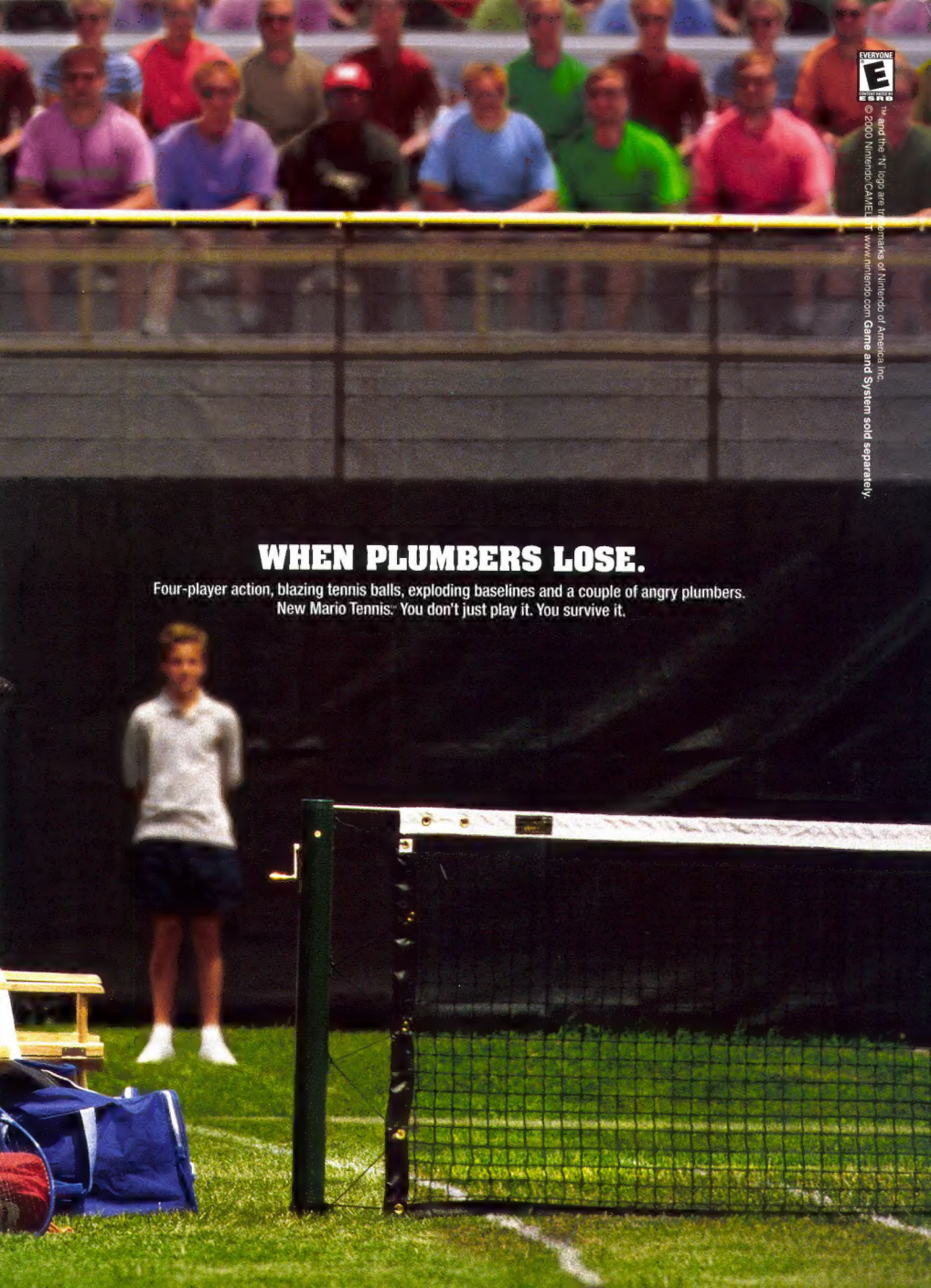
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